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POKÉMON WORLD

ISSUE 52

3 POSTERS INSIDE!

POKÉMON TRADING CARD GAME
WORLD CHAMPIONSHIPS 2005
FOLLOW THE ACTION IN SAN DIEGO

POKÉMON EMERALD
FULL REVIEW INSIDE!

EX UNSEEN FORCES
FULL DETAILS ON THE LATEST TCG EXPANSION

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- COMPETITIONS
- TCG GUIDE
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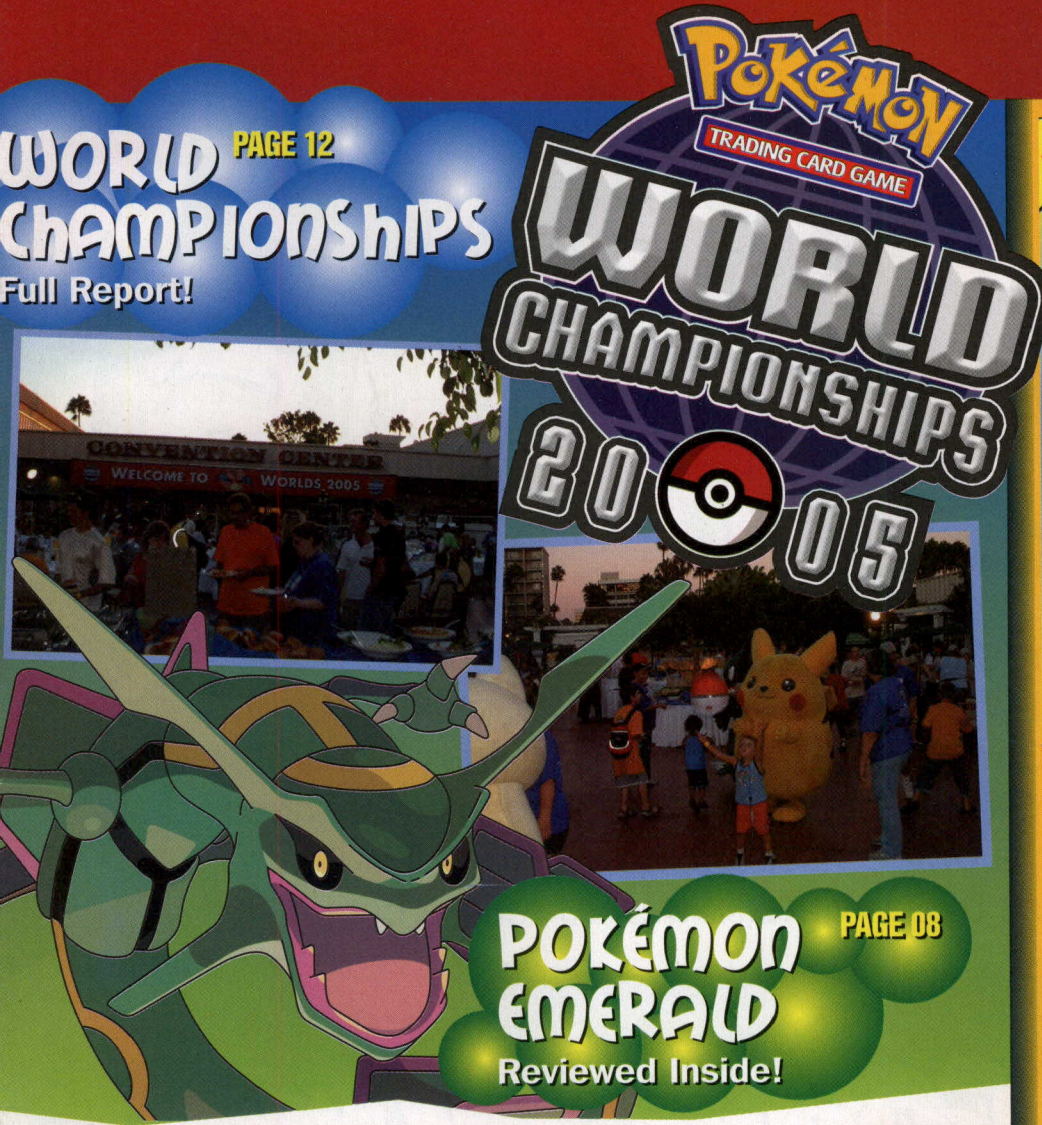


CONTENTS

MEW'S NEWS 04
POKEMON EMERALD 08
WIN, WIN, WIN 11
WORLD CHAMPIONSHIPS 12
EX UNSEEN FORCES 16
TCG PLAYER'S GUIDE 20
DESIGN A MONSTER 22
POSTERS 25
BACK ISSUES 29
POKÉMAIL 30
PIKA-PICS 32
ASK PROFESSOR YEW 34
PUZZLES 36
VIDEOGAMES ISLAND 40
NEXT MONTH 44
MOVIE CITY 45
SUBSCRIBE! 46
REVIEWS ROUND-UP 48
POKÉMON OF THE MONTH 50

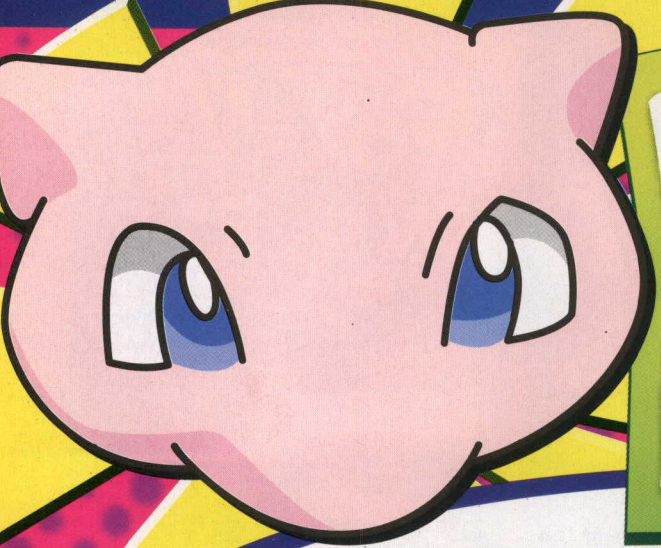
PLUS! EX Unseen Forces PAGE 16

WELCOME POKÉFANS TO ANOTHER FANTASTIC ISSUE OF *POKÉMON WORLD*. THIS MONTH HAS BEEN EXTREMELY EVENTFUL AND IT HAS BEEN A STRUGGLE TRYING TO FIT EVERYTHING IN. FIRSTLY WE HAVE THE FULL UK REVIEW OF *POKÉMON EMERALD* AND ALSO AN AMAZING COMPETITION IN WHICH YOU CAN WIN NEW GBA SPS AND COPIES OF THE GAME.

WE HAVE ALSO BEEN TRAVELLING AROUND THE WORLD AND ARE DELIGHTED TO BRING YOU ALL THE ACTION FROM THE WORLD CHAMPIONSHIPS IN SAN DIEGO. NOT ONLY THAT BUT WE'VE ALSO GOT ALL THE DETAILS ON THE LATEST TCG EXPANSION, EX UNSEEN FORCES, AND OUR EXPERTS HAVE OFFERED ADVICE FOR TCG PLAYERS WITH REGARD TO THE NEW SET ROTATION.

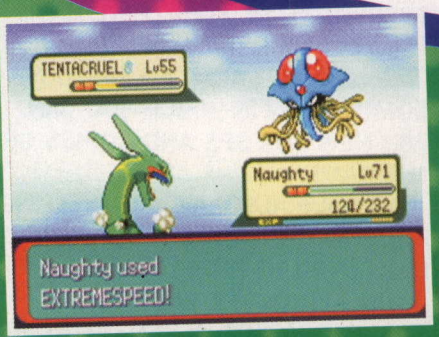
OF COURSE, WE'VE ALSO GOT ALL OUR REGULAR FEATURES INCLUDING PROFESSOR YEW'S TIPS, PLUS ALL YOUR AMAZING PICTURES AND MONSTERS. THIS IS ONE HOT ISSUE AND I HOPE YOU ALL ENJOY IT!

Russ



MEW'S NEWS

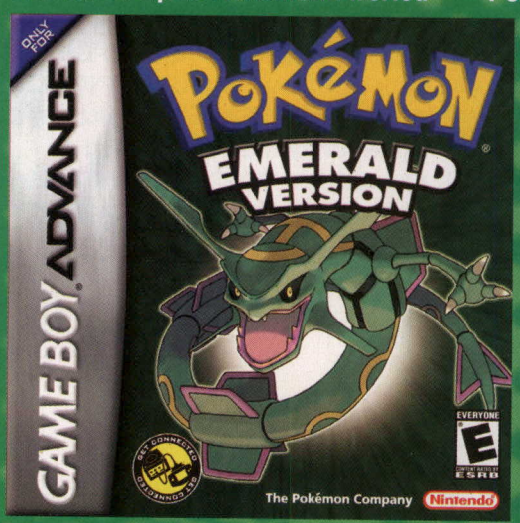
The sunny summer months may be coming to an end, but the winter weather won't be spoiling *our* fun, because the new GBA title Pokémon Emerald is finally due to be released in October! With new characters, enhanced gameplay and a brand-new Battle Frontier this is sure to beat those winter blues, so read on!



GOING GREEN

POKÉMON EMERALD UK RELEASE DATE IS ANNOUNCED!

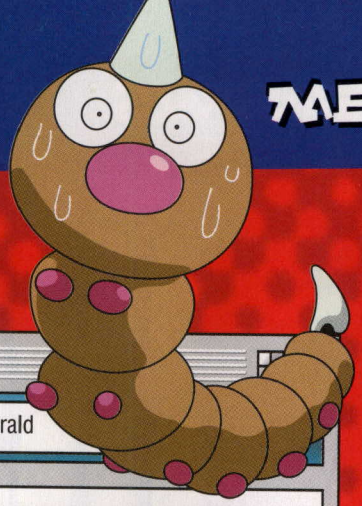
AFTER MONTHS OF waiting, UK Poké-fans will finally be able to get their hands on new GBA title *Pokémon Emerald* on 21 October! The follow-up to *Pokémon FireRed* and *LeafGreen* has already been a huge hit in the States and looks set to take the UK by storm when it arrives in the autumn. Like *Pokémon Yellow* and *Pokémon Crystal* before it, the game revisits the format used for its predecessors, *FireRed* and *LeafGreen*, but with exciting additional elements including new *Pokémon* characters, a wireless multiplayer option, team battles, extra modes of play and even an all-new Battle Frontier!



In a storyline that Nintendo describes as being "heavily evolved", the game returns players to the fantasy world of Hoenn, where they must embark on a quest to maintain the balance between Kyogre and Groudon, with the legendary Rayquaza playing a vital role in the adventure. Kyogre, Groudon and Rayquaza can all be captured in the game for the very first time on one cartridge, with over 20 other Pokémon previously unseen on the GameBoy Advance also putting in an appearance.

Nintendo promises that the game will feature significantly enhanced graphics, reworked characters and environments and improved sound effects – it's looking to us like this could be the best *Pokémon* adventure yet.

Pokémon Emerald will retail for approximately £30, and will be available from all good video games retailers.



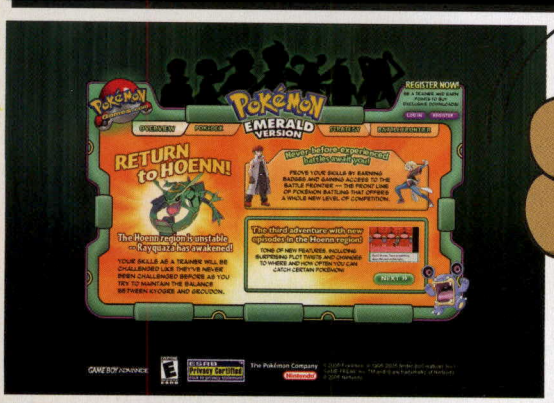
Name: Pokémon Games URL: www.pokemon-games.com/emerald

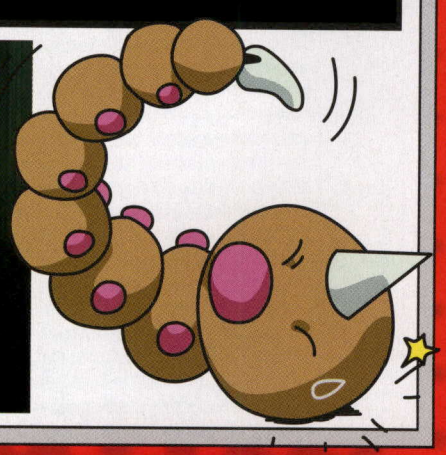
Weedle's Wicked Website

Following the announcement that *Pokémon Emerald* will finally be arriving on these shores in October, I decided to pay a little visit to the official Pokémon Games website to check out their dedicated *Emerald* sub-site.

This colourful site is packed with information about the game and includes an online Pokédex with stats on the monsters featured in *Emerald*. There's a starter walkthrough designed to guide newcomers through the first three badges, plus information on the Frontier Brains – the gym leaders you'll find in the all-new Battle Frontier.

In addition, the main area of the site has been updated with some rather juicy information, too, and now includes intriguing tidbits on the upcoming GameCube game *Pokemon XD: Gale Of Darkness*, due for release here in November. Most intriguing are the specs for Bonsly, a brand-new monster who is found in the game – visit the site at www.pokemon-games.com to find out more!





STAT ATTACK!

Pokémon Emerald may be a spin-off of *FireRed* and *LeafGreen*, but it has earned plenty of its fans in its own right since its release in the States in April. The title was the second best-selling video game on any format between January and June this year, only lagging behind monster PS2 racer *Gran Turismo 4*.

JAPANESE NEWS NEW DS GAMES ARE REVEALED!

A Japanese games magazine has revealed exciting information about three new *Pokémon* titles for the Nintendo DS. Disappointingly, there's still no new information on the promised RPGs *Pokémon Diamond* and *Pearl*, but it looks like there's plenty for Poké-fans to look forward to in the meantime.

The line-up includes a *Pokémon*-themed puzzle game that requires players to use the DS pen in order to move Pokémon around, and an RPG currently titled *Pokémon Mysterious Dungeon*, which will have a sister game on the GBA. Also on the cards is an action-RPG in which players take the role of a Pokémon ranger, in a storyline that is reported to be based on the events of the next Japanese *Pokémon* movie.

There's no information yet on when these games will be released in Japan or the USA, but watch this space for more news. Don't get too excited about seeing them in the UK any time soon, though – we usually follow a long way behind our Japanese Poké-pals, so we may have to sit tight for some time before we get our hands on these intriguing new games.

US NEWS
AMERICA ROCKS

THROUGHOUT OCTOBER, US Poké-fans will be rocking out at a brand-new road show that is set to visit five major cities around the country. The 'Pokémon Rocks America' tour will feature exclusive previews of *Pokémon XD: Gale Of Darkness*, plus downloads for the GBA and DS – owners of *Pokémon FireRed, LeafGreen* or *Emerald* will be able to download a mystic ticket giving them access to Ho-oh and Lugia, and those with a copy of *Pokémon Dash* will be given an exclusive Munchlax course for the game.

READER OFFER!

TO CELEBRATE THE release of two new Scoubidou books, *Scoubidou Mania* and *Scoubidou Madness*, we've teamed up with publishers David & Charles to bring *Pokémon World* readers a very special offer! 'Scoubi strands' is the latest colourful craze to sweep the country. It involves knotting, twisting and plaiting coloured strands to create toys, goodies and gadgets. David & Charles are offering *Pokémon World* readers a free packet of strands with every £4.99 book order, plus free postage and packing. To take advantage of this offer, ask a handy grown up to call 0870 9908222 and quote the code Y725.

WIRELESS WONDER

BATMAN STARS IN AN INNOVATIVE NEW TV ACTION GAME

Fans of the hit Warner TV series *The Batman* and the classic DC Comics characters can now step into the Dark Knight's shoes (or should that be 'Bat-shoes'?) thanks to an innovative new wireless TV game from Thinkway Toys.

The M.A.G. (Motion Activated Gear) game *Villains Of Gotham City* uses revolutionary wireless equipment to create a new interactive style of roleplay, in which gamers can move around and interact with opponents on-screen.

Players control Batman's crime-fighting action using special gauntlets, and don a vibrating chest plate to hear and feel instant feedback. In addition, pioneering motion-sensitive technology allows Batman's on-screen movements to mirror those of the player.

Albert Chan, head honcho at Thinkway Toys, says the company is "thrilled to bring exciting new wireless TV game roleplay features to these unparalleled properties. No more sitting down, it's time to get in gear and get active! The future of TV gaming is going wireless."

The kit contains a self-contained base unit that plugs directly into a TV, in addition to the roleplay equipment. The game is available from Tesco, Toys R Us, Argos and other leading retailers, and is priced at approximately £49.99.

THE BEAR NECESSITIES

GO BACK TO SCHOOL WITH THE BEAR FACTORY

With the summer holidays coming to an end, it's almost time to pack up your pencil case and resurrect your rucksack ready for the start of school. However, thanks to a great new range of toys from The Bear Factory, your new term could be filled with furry fun!

The cuddly folk at high street teddy emporium The Bear Factory have created a unique range of 'Back To School Bears', with outfits and accessories suitable for a range of classes. So whether you're being sporty in PE or a smarty in maths, your bear can dress for the occasion, too! What's more, you can even record a funny message to go inside your bear, to really lift those back-to-school blues.

The Bear Factory offers an extra-special experience for bear lovers. Visitors to the store can personalise their own bear, give him a name and a heart, and store a personalised message. To find out more or locate your nearest store, visit ww.bearfactory.co.uk.

CRASH AND BURN

CRASH ROARS AHEAD

KARTING GAMES ARE some of our favourites, and this latest epic stars Crash Bandicoot and his friends. Of course the game follows the example set by *Mario Kart* back in the days of the SNES, but adds new dimensions to enhance the gameplay. Carts can now join together to form super carts and this makes the weaponry much bigger to enable you to splatter your enemies. There are also several side-quests in a platform style where there are hidden secrets for you to find. The action is sure to be fast and fun and this will be in the stores very soon – watch out for this one!

DUEL MASTERS SEARCH FOR THE ULTIMATE UK CHAMPION

Kaijudo Kids from all over the country are getting ready to compete for the ultimate title: Duel Masters UK Champion.

Heats for the first ever Duel Masters National Championship will be taking place throughout October at venues across the country, with the massive final to take place on 19 November.

Duel Masters is the fantastic trading card game from Wizards of the Coast. Players use their skill to pit creatures and spells against each other in their quest to become true Kaijudo masters. Only the bravest and the most skilful players can prevail and Rule the Duel!

The tournament will give *Duel Masters* fans the chance to master and prove their skills on a national level. As the first of its kind, this competition is expected to be hugely popular, resulting in a series of further tournaments in order to find the best players in the UK.

Fans of the game will need to compete in Qualifier Events that will be taking place across the country before proceeding to the final. These events will not only give players the chance to qualify for the grand final, but they will also be able to win exclusive championship t-shirts.

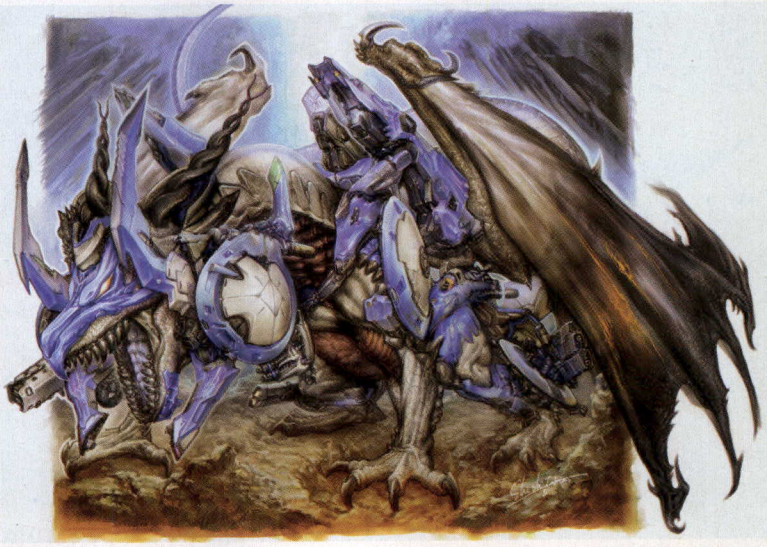
The Kaijudo Regional Qualifier Events will all be taking place throughout October in the following cities; London, Cardiff, Coventry, Crewe, Manchester, Nottingham, Dundee and Belfast. The winners of the Regional Qualifier Events will each receive a special Regional Champion trophy and a *Duel Masters* Atari computer game.

Stores stocking *Duel Masters* cards will also be running events that will give fans the chance to qualify on their own doorstep. These heats will give fans that play at the same store every weekend a chance to qualify and make their way to the National Championship together. And, in addition to that, the current top ten players with DCI rating in the *Duel Masters* league will all automatically qualify for the National Championship.

The top four players in the National Championship will all receive trophies, but there can be only one winner – the best Dueller will be crowned the very first UK *Duel Masters* Champion. The winner will also take home a whole host of fantastic *Duel Masters* prizes including a totally exclusive Champion t-Shirt, DVDs and a very special surprise prize.

Along with the qualifying players, fans of the top game are invited to join in the fun and take part in loads of side games with further prizes to be won. It really is set to be *the* place to be for *Duel Masters* fans.

For further details on the tournament and further venues with confirmed dates and times, check out the official *Duel Masters* UK website by logging on to www.duelmasters.com/uk, which will be continuously updated. The website will also be the place to get all the tournament gossip, rankings and top tips along with the regional results, latest pictures of the tournament and more exclusive *Duel Masters* content.



TRADING CARD GAME
DUEL MASTERS
Nationals 2005

POKÉMON EMERALD

It's over here at last and Pokémon World has the definitive review of the greatest Pokémon adventure yet!

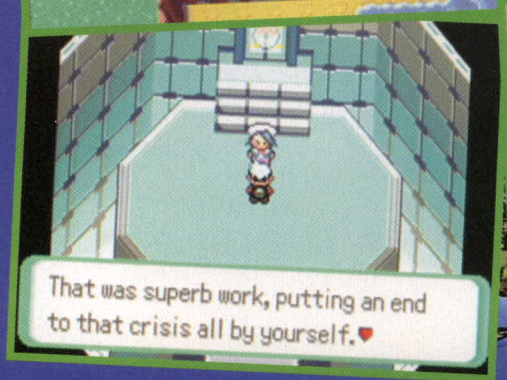
AT LAST! IT'S been a long time coming but we finally have our very own version of *Pokémon Emerald* to enjoy! For those of you who don't know what *Emerald* is, it's not so much a brand new game as a supplementary title to *Ruby* and *Sapphire*, just as *Yellow* was an additional title that sat alongside the original *Red* and *Blue* games. It combines the stories and monsters of both games, as well as throwing in a wealth of new stuff to make sure that, no matter how many times you've played a *Pokémon* game, you'll still have plenty of new things to see and do.

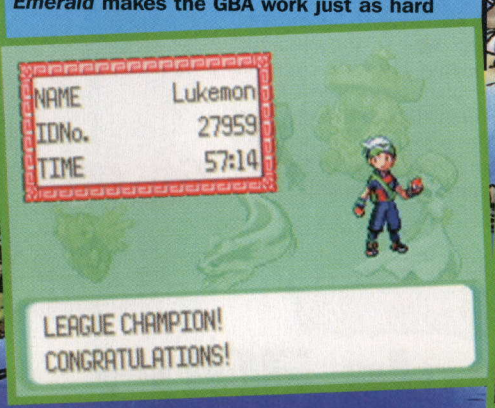
You're probably wondering whether this is worth playing if you've already put a lot of time into *Ruby* and *Sapphire*. The simple answer to this is a resounding yes – there's so much new stuff and reworked content that even veterans of the previous quests will be hard pressed to recognise some areas. Indeed, for avid Pokémaniacs, the additional monsters you can catch and the skills that you can learn make are more than enough to make the game worth playing, as you'll be able to piece together move sets that you could only have dreamed of before.

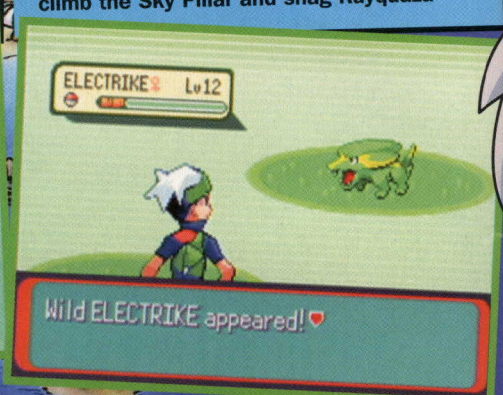
In terms of what you can catch, only a couple of monsters from *Ruby* and *Sapphire* are absent (meaning that you'll have to trade for them) and the good news is that many original GameBoy era Pokémon return – Surskit occasionally swarm in certain areas, Meowth is available for trade and new Safari Zone areas are home to the likes of Wooper, Stantler, Gligar and Shuckle, among many others.

Visually you know what to expect by now. *Emerald* makes the GBA work just as hard as any other recent *Pokémon* games for the format and, with the addition of monster animations when battles start up, sending your favourite Pokémon into battle is now even more exciting than ever. The music is solid as always, with happy tunes playing wherever you go, and the overall presentation is as good as it's ever been. But nobody really expected any big changes here – improvements in other areas are far more crucial and exciting!

It's the new story adaptation and tweaks that really make playing *Emerald* so special. Everywhere you go you'll notice subtle differences to the game – new trainers here and there, buildings that weren't there before, new items and so on. Taking on both Team Aqua and Team Magma is quite a challenge but it certainly helps you build up a powerful team in preparation for the Elite Four, and surely anyone would be happy to be able to catch Groudon, Kyogre and Rayquaza on a single cartridge! All of these are now level 70 and things have been flipped around a little so, while you can climb the Sky Pillar and snag Rayquaza



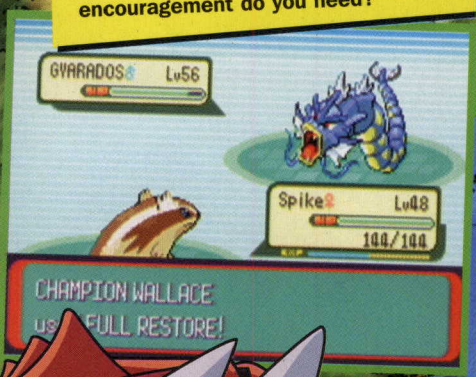




All The Fun Of The Fair

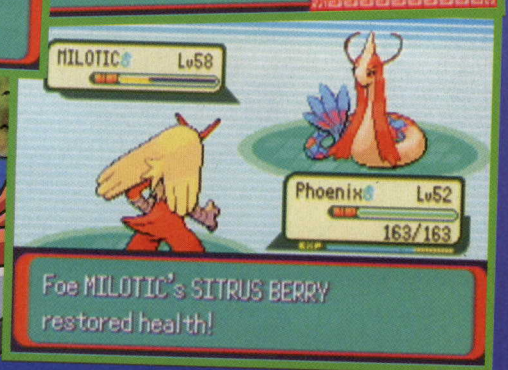
Beaten the Elite Four? Then the extra fun offered by *Emerald* is just beginning! Get over to the Battle Frontier and you'll be able to take part in all sorts of different events either for fun or to win great prizes in a Pokémon theme park! There's so much to do here that seeing and doing everything will take easily as long as it takes to get your eight Gym Badges and become league champion.

From traditional battles to pairing up with other trainers, losing control of your monsters to being limited to only items you find in the Battle Pyramid, there's plenty of variety here and you'll even be able to exchange battle points for new moves and items if you do well enough. So come on – how much more encouragement do you need?



before you become league champion, Groudon and Kyogre both become available afterwards. Even simple things like abilities being active outside of battle make a real difference – having a Pokémon with Flame Body in your party, for example, halves egg-hatching time (good news for all you budding breeders out there) while Pressure increases the likelihood of encounters with wild Pokémon in caves, long grass and such.

The ability to take on two separate trainers at once is a welcome addition, too, and even better still when you get someone to fight *alongside you* as well! There are plenty of situations where new trainers have been added in to make sure these double battles happen more often and, even when you've scoured the land and run out of new trainers to fight, fear not: new Pokénav options allow you to contact trainers at any time, but they also allow *them* to contact *you* as well whenever they decide they fancy a rematch. Towards the end of the game, you'll be getting bombarded with phone calls from the many people you've met on your travels – it's great to feel so popular! You



I LIKE THE WAY YOU MOVE

As is usually the case with a new *Pokémon* game, it's not all about new monsters and new things to do – it's about updating the existing ones. Many Pokémon are able to learn new moves that they couldn't do before, either through breeding, TMs or simply levelling up. But with the new move tutors scattered about the world, there are even more ways to customise your favourite creature.

You'll only be able to use these a limited amount of times so you'll need to be sure that you've got the right move for the right monster, but these extra powers can come in really handy. The tutors at the Battle Frontier, now that's a different story – but you'll need one hell of a team if you're planning to use them more than a couple of times...

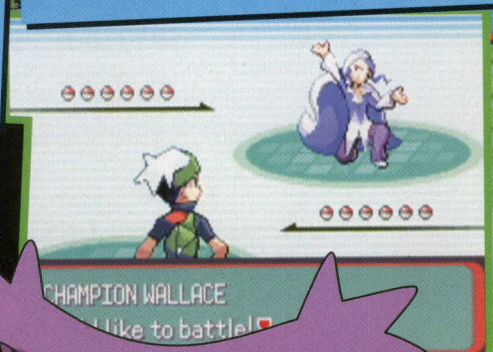
can even call home to say hi to mum or give the Prof a call to see what he makes of your progress. It really is a fantastic feature and one that makes a welcome return from *Gold* and *Silver*.

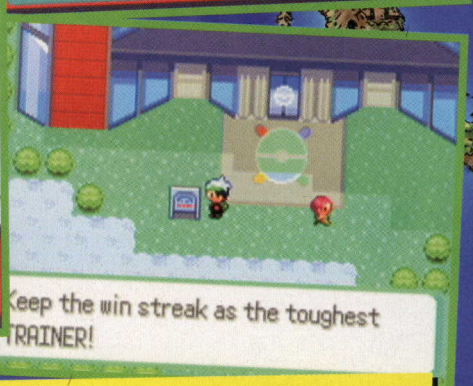
It's not the entirely new experience that some of you may be looking for but, as a complementary title to *Ruby* and *Sapphire*, it does its job wonderfully. New features make it a whole new experience, new story elements keep even the most adept trainers on their toes and, if you haven't actually played a *Pokémon* game yet, this is by far the best place to start. There's so many new things to see and do that you'll gladly throw hours and hours into the game until you've mastered every contest, beaten every trainer, won all the events at the Battle Frontier and caught every last one. *Pokémon* always represent great value for money but Emerald proves this moreso than ever. The only game you need in your GameBoy Advance? Quite possibly...

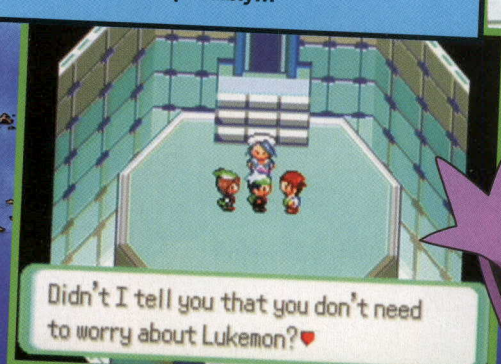
SUMMARY

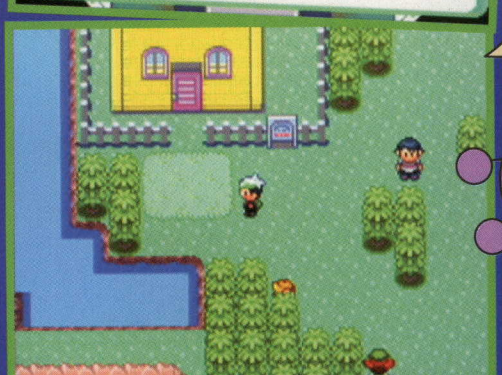
Far more than just an extension to the *Ruby* and *Sapphire* stories, playing *Emerald* is like combining the two games onto one cartridge and enjoying the best of both worlds – plus a whole lot more. If you love *Pokémon*, *Emerald* is worth owning for the Battle Frontier alone and there's so much to recommend about it that we don't know where to start! A great game that's worthy of anyone's money!

5/5









WHAT'S NEW DELCATTY?

There's so many neat additions to *Emerald* over *Ruby* and *Sapphire* that we thought it'd be good to list all the key changes for you here!

- Battle both Team Aqua and Team Magma
- Catch both Groudon and Kyogre
- Get both Claw and Root Fossils
- New Pokémon for Gym Leaders and the Elite Four
- Pokénav doubles as a mobile phone
- New types of two-on-two battles
- Choose either Latias or Latios
- Battle Frontier theme park after Elite Four
- Some abilities now have uses out of battle
- Animations in battle

COMPETITION

WIN! WIN! WIN!

POKEMON EMERALD POKEMON EMERALD POKEMON

Pokémon Emerald

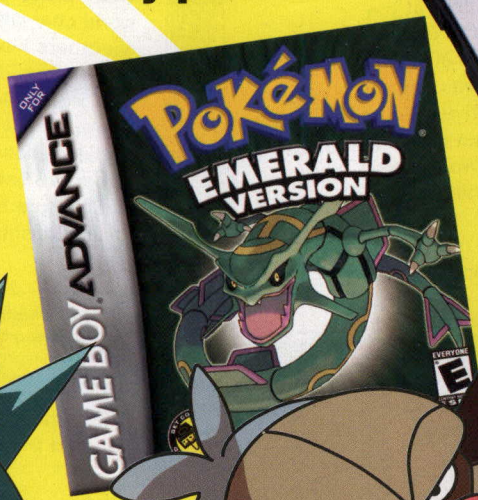
Get your hands on Pokémon Emerald and a new Nintendo GBA SP to play it on

TO CELEBRATE THE RELEASE of *Pokémon Emerald* we have teamed up with those amazing guys at Nintendo to bring you a fantastic competition. *Pokémon Emerald* hits the stores on 21 October and is sure to be a big success with all Pokémon fans. Five lucky winners can win a brand new green GBA SP along with a copy of *Pokémon Emerald* to play on it. This is a fantastic prize and will enable you to get the game before all of your friends. To have a chance of beating the queues and grabbing one of these awesome prizes all you have to do is answer the following simple question!

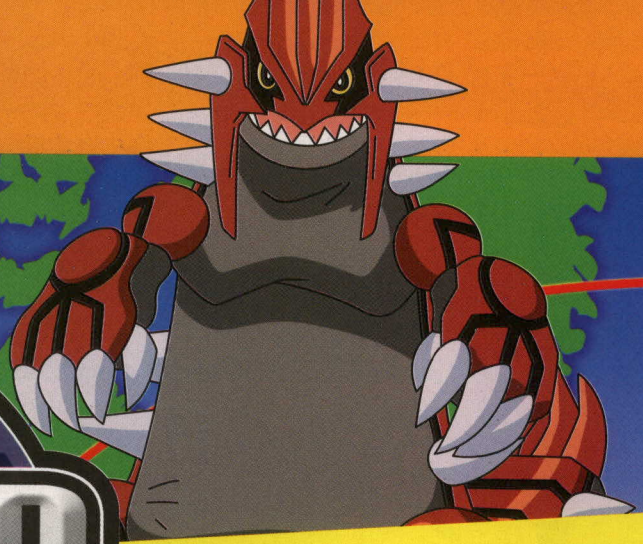
Q: What is the name of the Pokémon that can be found on top of the sky pillar?

A: GROUDON
B: KYOGRE
C: RAYQUAZA
D: DEOXYS

Now just send your answer in an email to pwcompetitions@paragon.co.uk by 21 October 2005. Good luck!



Rules and conditions: 1. All entries must be received by 21 October 2005 2.There is no cash alternative 3. The editor's decision is final and no correspondence will be entered into 4. No employee of Highbury Entertainment Ltd or any company with products on offer within this competition is eligible to enter 5. Only one entry per person, per competition 6. By entering, competitors agree to be bound by the rules and requirements of the competition 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

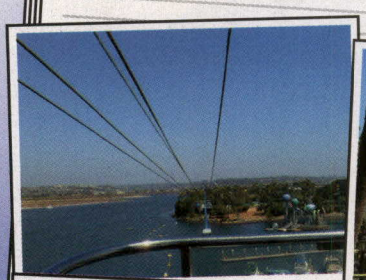


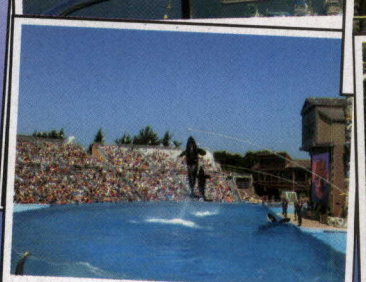
Pokémon TRADING CARD GAME WORLD CHAMPIONSHIPS 2005

Once a year the greatest Pokémon TCG players in the world meet for a battle that lasts for a whole weekend. This is by far the biggest Pokémon tournament in the World and this year San Diego USA was the venue

San Diego

San Diego is in Southern California very close to the Mexican Border. The event was being held at the convention centre at the Town & Country Resort in the centre of the Mission Valley area of the city. The Sun shone brightly all week and the hotel was huge boasting thousands of rooms and no less than five swimming pools for competitors to cool off in. San Diego is a beautiful city and is home to the world famous Sea World where Shamu the killer whale does daily displays, thrilling audiences while drenching them at the same time. Also nearby to the venue was the Fashion Valley shopping mall, which had loads of interesting shops and restaurants.





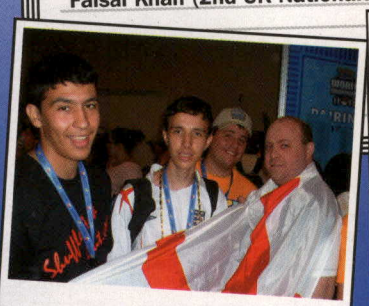
Team UK

There were 12 UK players representing Team UK at the world championships with six players already qualified and six others looking to get through in the last chance qualifiers on the Friday. This proved to be too much for all 15+ contenders as out of 252 competitors only eight players made it through to the finals. However Christopher Fotheringham successfully played his way through in the under ten category and qualified to represent the UK in the finals. Here is the full list of team UK players for the World Championships:

Under 10
Adam Hawkins (UK National Champion)
Christopher Fotheringham

11-14
Nicholas Fotheringham (UK National Champion)
Yascine Sekkoum (2nd UK Nationals)

15+
Chris McGivern (UK National Champion)
Sami Sekkoum
John Hawkins
Irwin Malek Chair (2nd Belgian Nationals)
Faisal Khan (2nd UK Nationals)

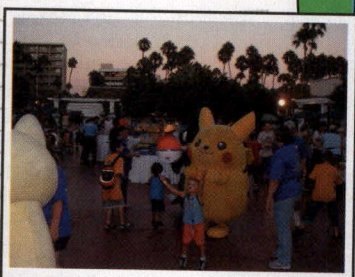


On the Cards

Of course before the event there were plenty of games being played and to begin with this was concentrated on our hotel room with players fighting for a spot on the floor. After a couple of days of complaining the hotel finally gave in and provided a room where Pokémon players could battle and trade 24 hours a day. This, of course, was vital for qualifiers giving them an opportunity to test their decks against many different players and also trade for those vital cards needed for the finals – anyone got any Jirachi DX for trade?

Pokémon People

The turn out to the event was amazing with hundreds of players coming together all for the love of the game. On the whole everybody was in the spirit of the game and a wonderful time was had by all. Almost everyone who attended was polite and friendly making the atmosphere as warm as the sunny weather. We made many new friends at the event and have already started making plans to return to the World Championships next year in Anaheim, Los Angeles.



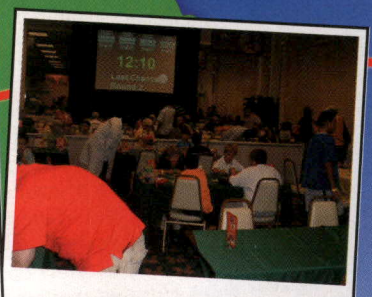
Freddy gets knocked to the floor by this giant Groudon

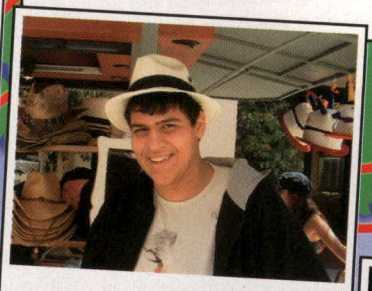
Stunned but back on his feet Freddy unleashes a Pure Power Punch

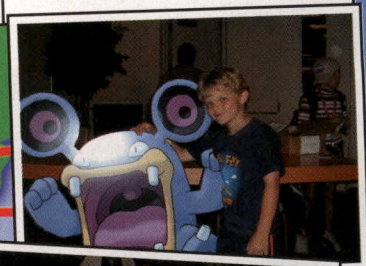
Groudon is knocked out – automatic game win!

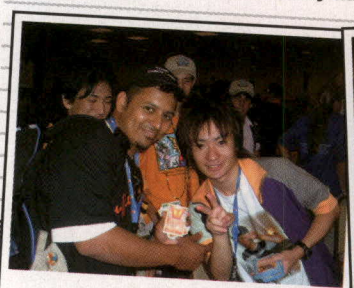
Pokémon Fun

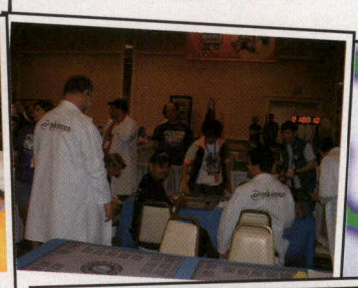
The opening ceremony was brilliant with all qualifiers called together for a meal and Calypso evening with the steel band. Pikachu, Meowth and Munchlax all arrived and spent ages dancing and jumping around with the kids, while everyone else sat and ate or watched the action in the grinder. Of course the fun didn't end there as Pikachu and pals kept appearing all over the hotel and many people got an opportunity to pose for a photo or just have a bit of fun. Once the event got underway a huge league was created for all those players not in the finals and loads of goodies could be won as prizes. Booster packs, Theme Decks, Collectors Boxes, Bags and T-Shirts were given out to all the players making them keep playing all day long. The action in the finals was also intense and there were so many good matches being played you could choose to watch any of them and be amazed. After the first day's competition the players were cut to a top 32 in each age group and sadly this was the end for many of the UK players. However Sami and Faisal both made the cut in the 15+, Yascine qualified in the 11-14 and Adam also won through to play on the final day in the under 10.

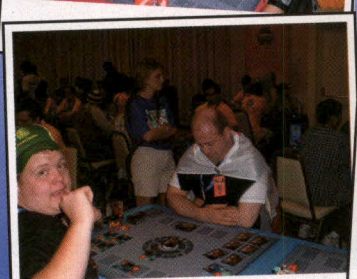










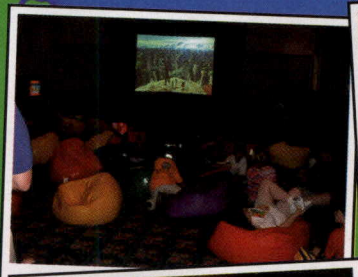


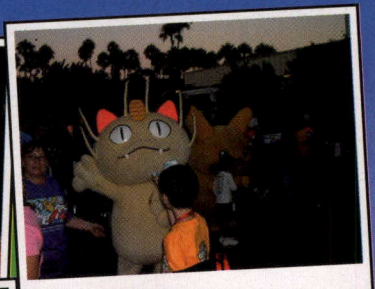
The Finals

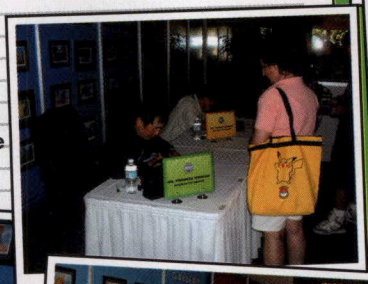
The final day was just as intense, as several UK players took their places to play for the big prize. There were loads of amazing games of cards being played with almost all players having to face tough opponents. While this action was going on all the other players took part in several massive pre-release tournaments, which again was brilliant fun and kept everybody happy. Unfortunately Adam and Yascine both crashed out after the first game on Sunday, but great credit must be given for reaching the top 32. In the 15 plus age group Faisal had an amazing game against Yamoto – last year's champion – and this intense battle was watched by many who couldn't believe the atmosphere. Unfortunately for Faisal, Yamoto levelled the game with only seconds to spare and then won in sudden death to knock Faisal out of the competition. Sami, however, went one better and won his match to qualify for the top eight. Unfortunately he got a tough draw against Pablo Meza Alonzo and could not win the match. These two players carried the flag for the UK and, although we were unsure which flag Freddy was flying, a huge well done to all our players!

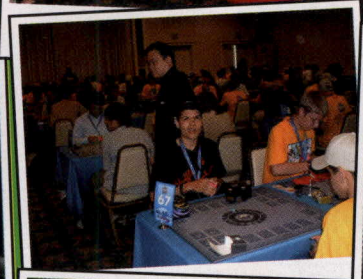
Pokémon Stars

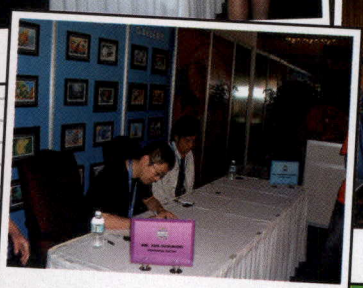
There was so much going on at the Championships that it was tough to drag yourself away even for five minutes. Pokémon TCG creators Mr Ishihara and Akabane were around signing cards along with a couple of designers Ken Sugimori and Hironobu Yoshida signing everybody's favourite cards. There was a gaming room upstairs full of GBA SPs and GameCubes plus a huge screen TV showing Pokémon cartoons all day. Not only that but players could also get a very special Mystic Ticket with the World's 2005 logo on it.

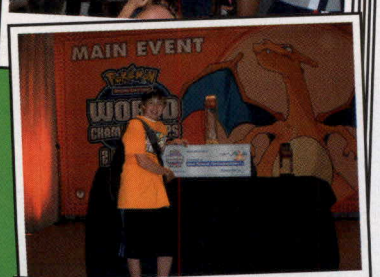


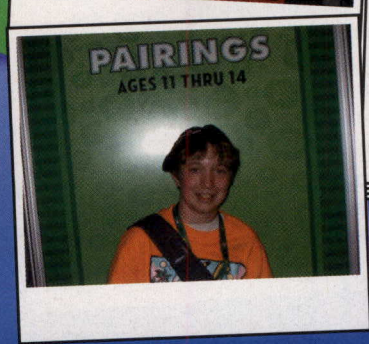












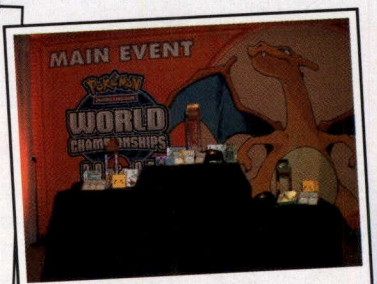
The Winners

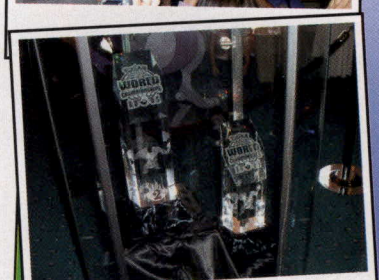
Over 400 competitors from 28 countries battled for glory in the 2005 Pokémon TCG World Championships in San Diego. After three days of battling, the Champions areas follows:

In the Under Ten category:
1st place— Curran Hill, US, age 10
2nd place— Geoffrey Sauk, US, age 10
3rd place— Michael Gonzalez, US, age 9
4th place— Jefre Robert, BE, age 10
27 Adam Hawkins, UK

In the 11-14 category:
1st place— Stuart Benson, US, age 14
2nd place— Takashi Yoneda, JP, age 11
3rd place— Daniel Richard, US, age 12
4th place— Andrew Knaack, US, age 14
26 Yascine Sekkoum, UK
82 Nicholas Fotheringham, UK

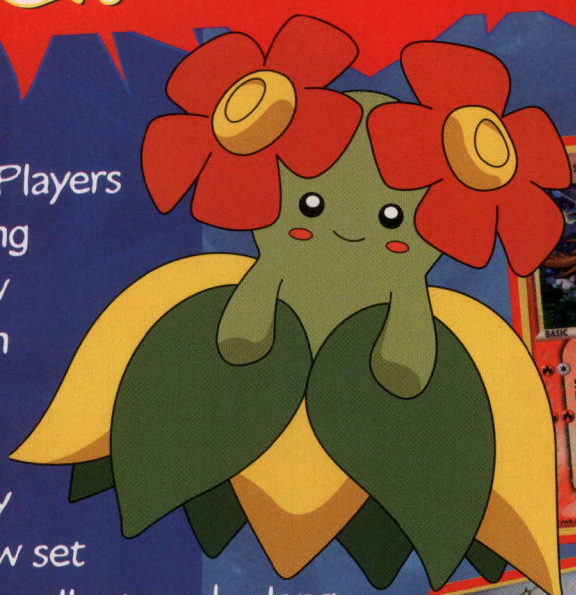
In the 15+ category:
1st place— Jeremy Maron, US, age 19
2nd place— Ross Cawthon, US, age 16
3rd place— Pablo Meza Alonso, MX, age 17
4th place—Ken Yukuhiro, JP, age 16
7 Sami Sekkoum, UK
10 Faisal Khan, UK
60 John Hawkins, UK
79 Chris McGiven, UK
130 Irwin-Malek, Chair UK



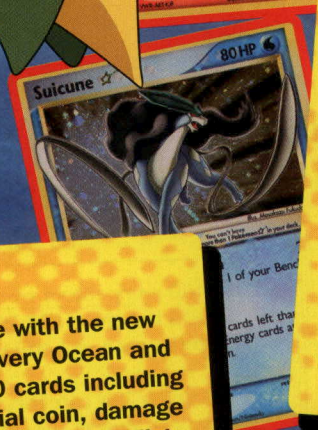


EX Unseen Forces

Pokémon TCG Players have been waiting ages for the new TCG Expansion EX Unseen Forces and now it has finally arrived. The new set features many excellent cards along with a few old favourites to add to your deck. Let's take a closer look...



Raikou
80 HP
Lightning Turn 20
Switch Raikou with 1 of your Benched Pokémon.
Meta Voltage 70
If you have less Prize cards left than your opponent, this attack does 40 damage to each of your Pokémon. (Don't apply Weakness and



SHINING STARS

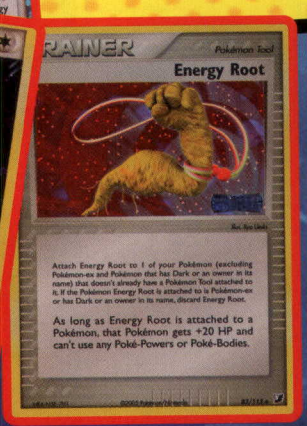
Once again there are three ultra rare shining Pokémon in this expansion Entei, Raikou and Suicune. These special cards are exceptionally powerful although you may only include one shining Pokémon in your deck. This is a tough choice, but if you can find one it is definitely worth putting into your deck. These cards are proving to be very valuable and can sell for £30 and upwards.

Lugia ex
100 HP
Silver Sparkle
If Lugia ex is your Active Pokémon and is damaged by an opponent's attack (even if Lugia ex is Knocked Out), flip a coin. If heads, choose an Energy card attached to the Attacking Pokémon and return it to your opponent's hand.
200

THEME DREAM

Two new theme decks are available with the new expansion and these are called Silvery Ocean and Golden Sky. Each pack contains 60 cards including a special holographic card, a special coin, damage counters, rulebook and a complete card checklist so you can mark your cards once you have collected them. There is plenty of energy and these decks will take some beating. Buy a few extra booster packs and you can soon turn these decks into tournament winners.

ENERGY
Warp Energy
Special Energy Card
Warp Energy provides Energy. When you attach this card from your hand to your Active Pokémon, switch that Pokémon with 1 of your Benched Pokémon.


RAINER
Pokémon Tool
Energy Root
Attach Energy Root to 1 of your Pokémon (excluding Pokémon-ex and Pokémon that has Dark or an owner in its name) that doesn't already have a Pokémon Tool attached to it. If the Pokémon Energy Root is attached to is Pokémon-ex or has Dark or an owner in its name, discard Energy Root.
As long as Energy Root is attached to a Pokémon, that Pokémon gets +20 HP and can't use any Poké-Powers or Poké-Bodies.

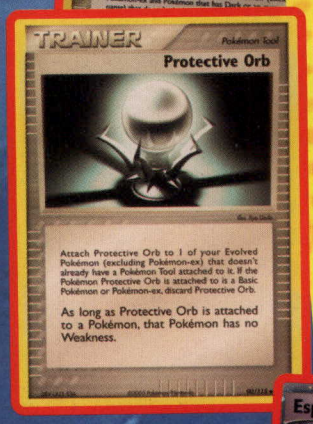
Celebi ex
70 HP
Spiral Leaf
Flip a coin. If heads, put 1 damage counter on each of your opponent's Pokémon. If tails, remove 1 damage counter from each of your Pokémon.

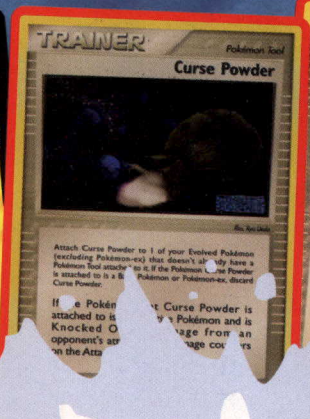
ENERGY SWARM

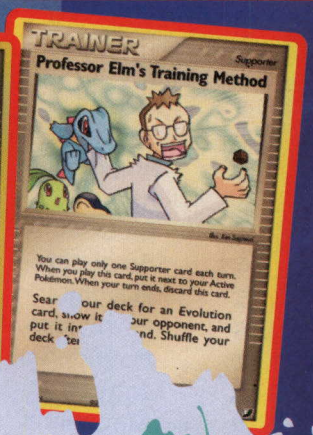
There are a number of cards that have made a return to the Pokémon TCG in this expansion and among these are some fantastic energy cards. Boost Energy is back again plus also Cyclone and Warp energy, which may see more colourless Pokémon being played in tournaments. Warp energy enables you to switch your active Pokémon when played while cyclone energy forces your opponent to switch.

TRAINER TROUBLE

This new expansion features many new trainer cards along with others that will help in all your decks. Energy Search, Energy Removal 2, and Pokémon Reversal are included, plus new tools like Curse and Protective Orb will help in decks running low HP Pokémon. The two best trainer cards in the new set are most definitely Professor Elm's training method and Mary's Request. Elm's works rather like Celio's Network but enables you to search for EX Pokémon and Mary's Request enables you to draw three cards if you have no Stage two Pokémon in play.


TRAINER
Pokémon Tool
Protective Orb
Attach Protective Orb to 1 of your Evolved Pokémon (excluding Pokémon-ex) that doesn't already have a Pokémon Tool attached to it. If the Pokémon Protective Orb is attached to is a Basic Pokémon or Pokémon-ex, discard Protective Orb.
As long as Protective Orb is attached to a Pokémon, that Pokémon has no Weakness.





EX MAGIC

There are just loads of new EX Pokémon in Unseen Forces including some huge hitters for building decks. Umbreon EX and Espeon EX make a great combo in a Stage one deck while others like Meganium EX, Feraligatr EX and Typhlosion EX are sure to make very good contenders. Our favourites are currently Politoed EX and Tyranitar EX and we will bring you a deck list fairly soon, making use of these stars.

Unown Subset

NAME	RARITY	GOTCHA
A Unown	R	
B Unown	R	
C Unown	R	
D Unown	R	
E Unown	R	
F Unown	R	
G Unown	R	
H Unown	R	
I Unown	R	
J Unown	R	
K Unown	R	
L Unown	R	
M Unown	R	
N Unown	R	
O Unown	R	
P Unown	R	
Q Unown	R	
R Unown	R	
S Unown	R	
T Unown	R	
U Unown	R	
V Unown	R	
W Unown	R	
X Unown	R	
Y Unown	R	
Z Unown	R	
! Unown	R	
? Unown	R	

UNOWN ENTITY

As a bonus to the 117 cards in the set there are also 28 special Unown cards to collect. These special cards all depict letters of the alphabet and can be found inside packs as a bonus. Some of them may be playable in decks, but these are very good for collecting and may prove difficult to catch. Keep your eyes open for these special cards.

EX UNSEEN FORCES EXPANSION

NO	NAME	RARITY	GOTCHA	REVERSE HOLO
1	Ampharos	H		
2	Ariados	H		
3	Bellossum	H		
4	Feraligatr	H		
5	Flareon	H		
6	Forretress	H		
7	Houndoom	H		
8	Jolteon	H		
9	Meganium	H		
10	Octillery	H		
11	Poliwrath	H		
12	Porygon 2	H		
13	Slowbro	H		
14	Slowking	H		
15	Sudowoodo	H		
16	Sunflora	H		
17	Typhlosion	H		
18	Ursaring	H		
19	Vaporeon	H		
20	Chansey	R		
21	Cleffa	R		
22	Electabuzz	R		
23	Elekid	R		
24	Hitmonchan	R		
25	Hitmonlee	R		
26	Hitmontop	R		
27	Ho-Oh	R		
28	Jynx	R		
29	Lugia	R		
30	Murkrow	R		
31	Smoochum	R		
32	Stantler	R		
33	Tyrogue	R		
34	Aipom	U		
35	Bayleef	U		
36	Clefable	U		
37	Corsola	U		
38	Croconaw	U		
39	Granbull	U		
40	Lanturn	U		
41	Magcargo	U		
42	Miltank	U		
43	Noctowl	U		
44	Quagsire	U		
45	Quilava	U		
46	Scyther	U		
47	Shuckle	U		
48	Smeargle	U		
49	Xatu	U		
50	Yanma	U		
51	Chikorita	C		
52	Chinchou	C		
53	Clefairy	C		
54	Cyndaquil	C		
55	Eevee	C		
56	Flaaffy	C		
57	Gligar	C		
58	Gloom	C		
59	Hoothoot	C		
60	Houndour	C		
61	Larvitar	C		
62	Mareep	C		
63	Natu	C		
64	Oddish	C		
65	Onix	C		
66	Pinecco	C		
67	Poliwag	C		
68	Poliwhirl	C		
69	Porygon	C		
70	Pupitar	C		
71	Remoraid	C		
72	Slowpoke	C		
73	Slugma	C		
74	Snubbull	C		
75	Spinarak	C		
76	Sunkern	C		
77	Teddiursa	C		
78	Totodile	C		
79	Wooper	C		
80	Curse Powder	U		
81	Energy Recycle System	U		
82	Energy Removal 2	U		
83	Energy Root	U		
84	Energy Switch	U		
85	Fluffy Berry	U		
86	Mary's Request	U		
87	Poke Ball	U		
88	Pokemon Reversal	U		
89	Prof Elm's Training Method	U		
90	Protective Orb	U		
91	Sitrus Berry	U		
92	Solid Rage	U		
93	Warp Point	U		
94	Energy Search	C		
95	Potion	C		
96	Drakness Energy	R		
97	Metal Energy	R		
98	Boost Energy	U		
99	Cyclone Energy	U		
100	Warp Energy	U		
101	Blissey ex	H		
102	Espeon ex	H		
103	Feraligatr ex	H		
104	Ho-Oh ex	H		
105	Lugia ex	H		
106	Meganium ex	H		
107	Politoed ex	H		
108	Scizor ex	H		
109	Steelix ex	H		
110	Typhlosion ex	H		
111	Tyranitar ex	H		
112	Umbreon ex	H		
113	Entei	*H		
114	Raikou *	*H		
115	Suicune *	*H		
116	Celebi ex	H		

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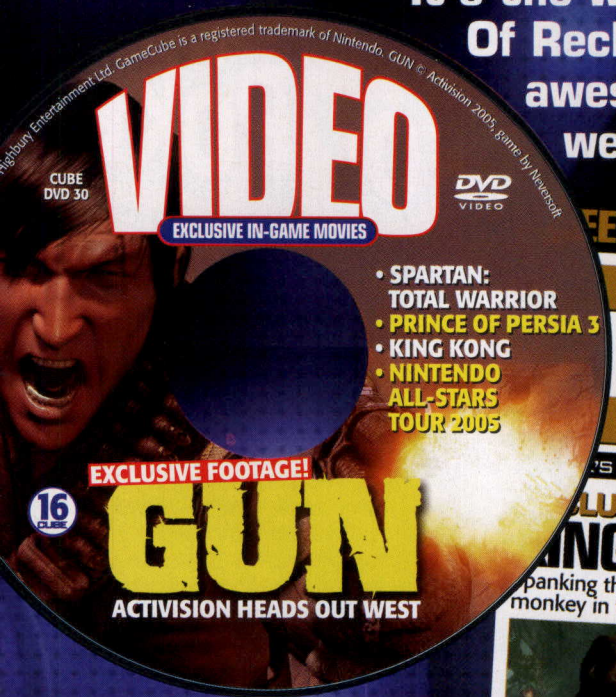

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THE UK'S BEST NINTENDO MAGAZINE

All Changing

New Modified Format for Pokém

With the new set rotation it can be tough finding alternatives for your deck. Luckily our experts can help!

ONCE A YEAR POP (Pokémon Organised Play) review and change the "Modified Format" that is used in the majority of UK Pokémon TCG Organised Play Tournaments. Older card sets rotate out of the format and newer card sets join; new sets immediately become part of the format from their official release date, for example EX Unseen Forces will join the Modified Format from 24 August 2005.

We thought you'd like to know ahead of time what the new format is going to look like, and just what important cards are leaving the format as well as which newer ones are going to be the next big thing! With that in mind take a look at the new format which starts from 1 September 2005.

NEW MODIFIED FORMAT FROM 1 SEPTEMBER 2005 HL-On

MODIFIED TOURNAMENTS RUN outside of France, Portugal, Brazil, and Spain will use the New Modified (HL–On) Format. Cards from the following sets are legal in the Modified (HL–On) Format

- EX Hidden Legends
- EX FireRed & LeafGreen
- EX Team Rocket Returns
- EX Deoxys
- EX Emerald
- EX Trainer Kit
- POP Series One promo cards
- All Black Star Promos numbered 027 and up

That means we in the UK will be playing with cards from the above set only in future Modified tournaments.

Any cards from earlier sets that have been reprinted in the sets above or subsequent sets will also be Modified Format Legal, using any updated text from the latest card sets. For example Rare Candy from EX Sandstorm will remain legal in the new format because it was reprinted in EX Emerald. In addition, future Pokémon USA, Inc., releases will become legal as they are released, per the Pokémon Organized Play Tournament Rules.

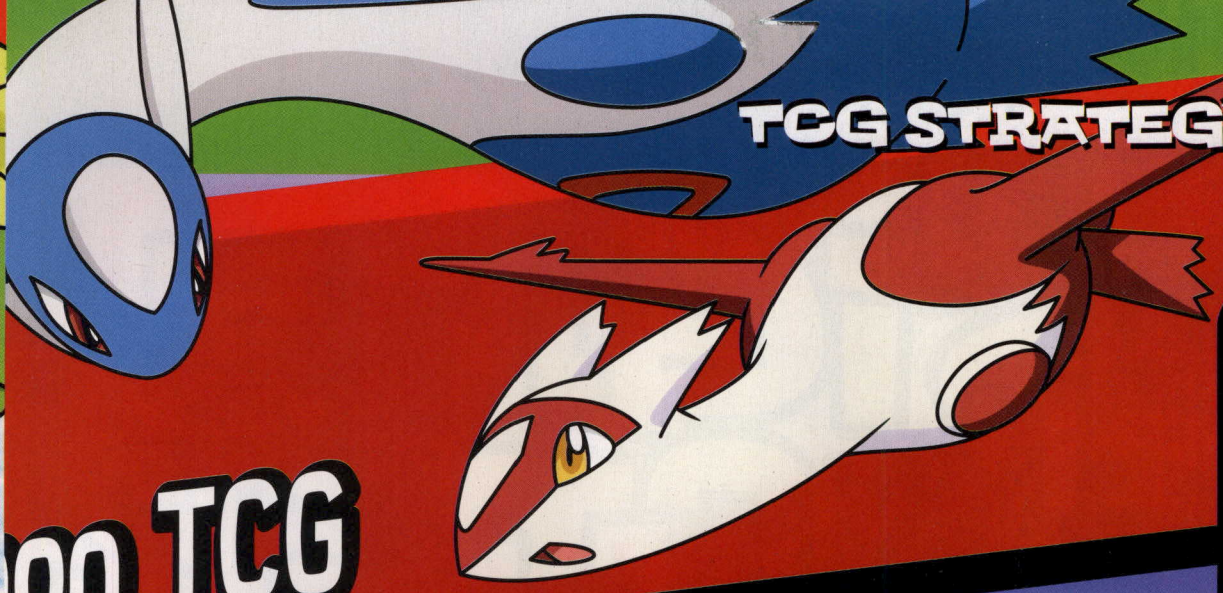
The 2006 Pokémon TCG World Championships will use the Modified (HL–On) Format.

SO HOW EXACTLY does the loss of these 23 core cards affect the game today? Well, from just the cards rotating out of the EX Ruby and Sapphire set we see two old-school decks disappear. Gardevoir and Blaziken both formed the core of decks that manipulated energy and broke the 'one energy card a turn' rule through use of their Poké-POWERs.

Delcatty was a major draw engine for Blaziken-based decks and gave a handy way to dump energy into the discard pile ready for Blaziken to suck it up again and Gardevoir used it's Poké-POWER to place energy onto any of your Pokémon by drawing it straight from your deck at the cost of 2 damage counters placed on the Pokémon the energy was attached to.

Both the Holofoil and Non-Holofoil Sceptile formed the core of a big green stompy deck that relied on status effects and energy manipulation to wreak havoc on an opponent and Slaking finally made it into a serious deck with it's ability to shut down your opponent's Poké-POWERS with a little help in setting up from Wishing Star Jirachi. Slaking took Radim Spicar to victory in London's 2005 State Championship, as reported here in Pokémon World. And with the loss of EX Team Magma versus Team Aqua set, last year's winning deck at the Pokémon World Championships 2004 is gone too.

Still with us are a useful bunch of Pokémon including some of the unforeseen stars of this year's World Championships. Nidoking and Nidoqueen are still playable and with Poké-BODIES



on TCG

not Poké-POWERS they are Medicham EX proof.

Some particularly useful trainers are remaining in the format including Rare Candy, Lanette's Net Search and Wally's Training Method and on the energy front Double Rainbow from EX Team Magma versus Team Aqua was reprinted in EX Emerald and if you haven't seen them yet, then look out for the EX Unseen Forces set, there are some extremely useful trainers in there together with some awesome new EX Pokémon.

Certainly decks that use EX Electrodes Extra Energy Bomb Poké-POWER to power up quickly and overwhelm an opponent will see a lot of play, and Energy Bomb will combo well with some new Ex Unseen forces cards.

The loss of the Black Star promo's from 1-26 really has no impact and outside the US the chance to access Black Star promo cards in any way other than through eBay is very small. The league promos seem to promise much more and it is rumoured that future Pokémon Organised Play League and Tournament Packs will reprint some of the most useful trainers leaving the format this month.

Look out for TV Reporter a strong contender for an early reprint and don't throw out your old cards just yet. By hanging onto them you'll be ahead of the game when the next set of reprinted cards comes along and you could save yourself time and money. For example Boost energy has now been seen in three separate printings and the old cards are just as playable as the new. With a format that looks set to be dominated, at least for the time being, by EX Pokémon, it maybe prudent to think about how you keep those big bad boys and girls from being knocked out. Mr Briney's Compassion never helped them anyway so his loss is not a problem and the reprint of Super Scoop Up from Neo Genesis in the EX Fire Red Leaf Green set means you have a way to do that but at the cost of a 50/50 coin flip. You can minimise the pain by playing four in your deck and hoping you can flip some heads.

So it's time for a change but that's the format sorted until after WORLDS 2006, new cards will be added to the mix but none will be leaving it for another 12 months.

And remember file away the cards you can't use in the new modified format; as you can see, they have a habit of resurfacing months and sometimes years later as reprints in a new set. So hang onto your TV Reporters they maybe back sooner than you think.

Gone But Not Forgotten

EX RUBY AND Sapphire, EX Sandstorm, EX Dragon and EX Team Magma Versus Team Aqua all leave the Modified Format from September 2005 and with their loss go some useful cards.

The most notable absence will be that workhorse of a Pokémon and a common card at that – DUNSPARCE from Ex Sandstorm. But others are joining him on in the unemployment line for a while and these include:

FROM EX RUBY AND SAPPHIRE
Blaziken
Delcatty
Gardevoir
Sceptile
Slaking
Swampert

FROM EX SANDSTORM
Wobbuffet
Wynaut
Dunsparce
Gardevoir EX

FROM EX DRAGON
Magneton
Mr Briney's Compassion
TV Reporter
Muk EX
Rayquazza EX

FROM EX TEAM MAGMA VERSUS TEAM AQUA
Team Magma's Groudon
Team Magma's Claydol
Team Aqua's Manectric
Team Magma's Zangoose
Team Magma's Camerupt
Team Aqua's Lanturn
Blaziken EX
Sceptile EX

Alternatives will have to be found for these awesome cards!

Local Leagues

If you are looking to play in a league it can be a real problem tracking down one in your area. However, we have now got a complete list of UK Leagues and have contact information for you. If you want to join the league just give the TO a call and they'll be able to tell you all about it.

BATTLENET POKÉMON LEAGUE
Martin Banham
07817 980987

BOURNEMOUTH POKÉMON LEAGUE
Russell Murray
07879 073525

CRAWLEY POKÉMON
Ian Fotheringham
07941 411599

CLIFTON ROAD GAMES
Steve Crane
01392 259 988

LONDON POKÉMON LEAGUE
John Hawkins
0208 533 7426

MCCBA UK
Dave Clayton
07770 952075

MEGAZONE
Gordon White
07745 539753

MITCHAM POKÉMON LEAGUE
Dennis Hopgood
07956 802779

RAINHAM POKÉMON LEAGUE
Ben Ward
07802 304543

SLOUGH POKÉMON LEAGUE
Faisal Khan
07887 522927

THE PLAYERS CLUB
George Coker
07833107048 after 4 pm

TOM CREWE'S TRADING CARDS
Tom Snook
01270 509881

WATERFIELD SCHOOL POKÉMON LEAGUE
Chris McGivern
01403 265467

DESIGN A MONSTER

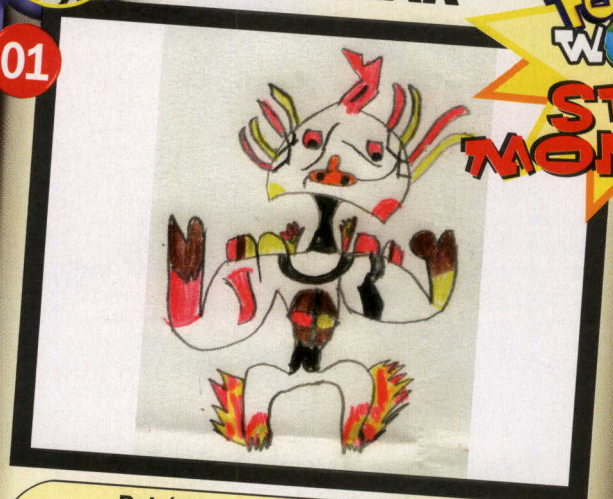
THERE'S NO SHORTAGE OF IMAGINATION AMONG OUR READERS, AS THESE WONDERFUL CREATIONS PROVE! IF YOU'D LIKE THE CHANCE TO SHARE YOUR POKÉMON DESIGNS WITH ALL THE OTHER READERS, THEN SEND YOUR PICTURE TO DESIGN A MONSTER, POKÉMON WORLD, HIGHBURY ENTERTAINMENT LTD, PARAGON HOUSE, ST PETERS ROAD, BOURNEMOUTH, DORSET, BH1 2JS

MONSTER OF THE MONTH

Evolution: Leave Combusken in a box for ten hours

FLAMEMAR

01



Pokémon type: Fire / Fighting

Special attacks: Spirit Flame, Inferno Punch, Flame Blast, Flame Guard

Brief Description: Flamemar is a Pokémon with ultimate muscle that can crush anyone who attacks it.

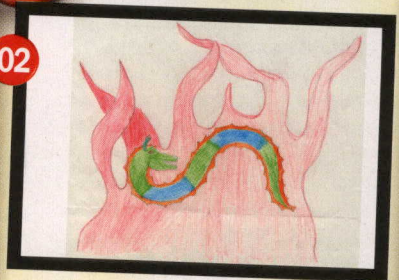
Luke Chessey, age 9, East Yorkshire

POKÉMON WORLD STAR MONSTER

Evolution: None

FIREMON

02



Pokémon type: Fire / Ice

Special attacks: Supersonic Fireball, Ice Blast, Super Fire

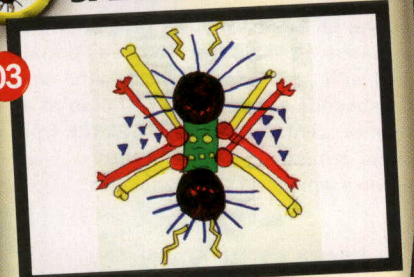
Brief Description: This is an extremely rare Pokémon that has no weakness.

Ambar Phillips, age 13, Bushey

Evolution: Evolves from Jynx with a Thunderstone

JAZINKA

03



Pokémon type: Ice / Electric

Special attacks: Thunder Bolt, Ice Bomb, Electric Spike, Icicle Spear

Brief Description: This Pokémon is very dangerous. If you see one it is very likely to electrocute you.

Colm Molloy, age 8, Surrey

DON'T FORGET TO INCLUDE YOUR FULL NAME, AGE AND ADDRESS WITH YOUR ENTRY, PLUS ALL THOSE MONSTER STATS!

We're very sorry but we can't return your pictures, nor print pictures on lined or coloured paper, but keep checking *Pokémon World* in case they get printed!

DESIGN A MONSTER

Evolution: None

SPOOKER

04

Pokémon type: Dark / Normal

Special attacks: Tackle, Scratch, Shadowball, Mysterious Blast

Brief Description: This Pokémon can turn invisible and walk through walls. It cannot get past metal, though, and needs to be kept in a Steel Pokéball.

Matthew Lucas, age 9, Swanage

Evolution: Breed Jirachi and Gardevoir

LY

05

Pokémon type: Psychic / Flying

Special attacks: Confusion, Fly, Invisibility, Crystal Shard

Brief Description: Ly is the perfect partner for Jirachi or Deoxys. It is a very shy Pokémon and will run away if it is not cared for correctly.

Liam Harrison, age 10

Evolution: Evolves from Crobat Lv 80

WINGTA

06

Pokémon type: Fire / Flying

Special attacks: Flame Wing, Overheat, Flamethrower, Fire Spin

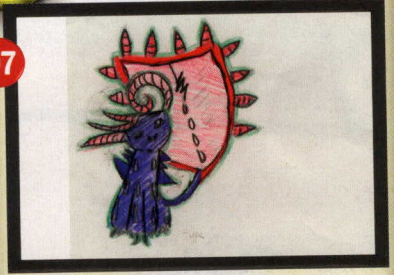
Brief Description: Wingta is so strong that it can finish you from over 100,000 miles away with a single blast.

Bethney Cook, age 10

Evolution: None

RAKEATI

07



Pokémon type: Psychic / Dark

Special attacks: Noctille Shield, Quiver Blade, Tear Drop

Brief Description: This Pokémon is the nightmare of darkness and will leave you in gloomy shadows. It has a green glowing outline and has intense psychic abilities.

Bradley Nicholls, age 11, Bourne and Bucks

Evolution: Blaziken with a firestone

CHARCOAL

08

Pokémon type: Fire / Steel

Special attacks: Blast Burn, Doom Desire, Recover, Overheat

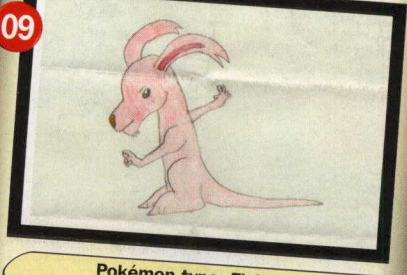
Brief Description: Charcoal is the heaviest Pokémon, weighing more than two Wailords. It has the strength of a god and can crush rocks with its bare hands.

Joseph Munroe, age 11, Winehoe

Evolution: None

RUTUL

09



Pokémon type: Fighting

Special attacks: Chop, Swift Kick, Mega Punch, Focus Energy

Brief Description: Rutul is an extremely tough Kangaroo Pokémon. Its Swift Kick can send opponents flying!

Lauren Gardiner, age 13, Wiltshire

DESIGN A MON

Evolution: None

LIGHTNING ZORB

10

Pokémon type: Electric / Dark / Fire

Special attacks: Thunder Bolt, Lightning Zap, Fire Blast

Brief Description: This Pokémon bites its prey to electrocute it. The lightning on its head can reach any height or length. Its spinning claws rotate to shred its opponent.

Ross James Blow Age 6, Lincoln

Evolution: Evolves from Swellow Lv 60

TWEETIT

11

Pokémon type: Flying / Fire

Special attacks: Razor Wing, Triple Peck, Hyper Tweet, Rainbow Wing

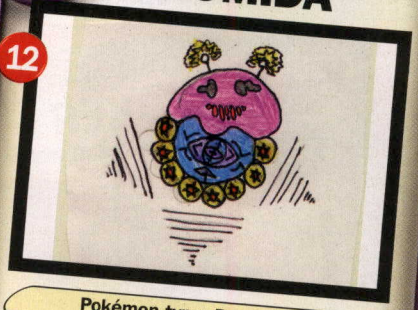
Brief Description: This Pokémon can be found pulling blossom off trees. Its Hyper Tweet is so loud that it can be heard six miles away.

Abigail Plant, age 7, Isle of Wight

Evolution: None

ADROMIDA

12



Pokémon type: Psychic / Ice

Special attacks: Hyper Atoms, Psy Cannon, Levitate, Deep Freeze

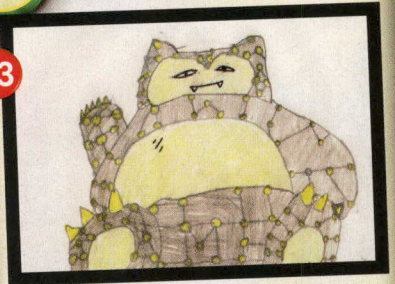
Brief Description: This Pokémon is so small that it can only be seen under a microscope. Despite its size this Pokémon has some lethal attacks and can damage almost any attacker.

Paul Jepson

Evolution: Evolves from Snorlax Lv 70

KABATAH

13



Pokémon type: Metal / Sleep

Special attacks: Metal Roll, Body Splat, Sleeping Gas, Metal Throw

Brief Description: This Pokémon never sleeps and is extremely tough to catch. A Master Ball will be required if you want to snare this creature.

Lauren Church, age 9, Dorset

Evolution: Trade Salamence with Dragon Treasure

SALAMENT

14

Pokémon type: Dragon

Special attacks: Flame Wave, Fly, Treasure Tornado, Dragon Stomp

Brief Description: This Pokémon is always guarding a giant Ruby. It can only be found in the deepest cave.

Christopher Shepherd, age 9, Carmarthen

Evolution: None

RELEBI

15

Pokémon type: Fire / Psychic

Special attacks: Psychic Blast, Fire Blast, Flame Eye, Psyflame

Brief Description: Relebi is Celebi's enemy and every year they have a huge battle at the sky pillar. Relebi is very rare and can only be caught by elite trainers.

Ronan Larkin, age 10, Ireland

Evolution: Breed all the Unown

MYSTERY

16

Pokémon type: Normal

Special attacks: Hyper Force, Dream World, Solar Explode, Illusion

Brief Description: This Pokémon can only be seen when all the legendary Pokémon gather together. It is impossible to catch even with a Master Ball.

Jayson, age 10, Liverpool

BACK ISSUES

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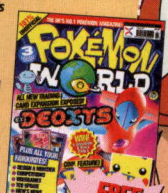
Pokémon World Issue 46

As ever, Pokémon World is the first with all the big games, and this issue we delve into the stylus-based chunk of fun that is Pokémon Dash! As well as the usual posters, pictures, and letters, we start the road to the National TCG Championships, and report all the latest TCG developments!

FREE Remote-controlled car!

Pokémon World Issue 47

*This issue we play with the latest cards from the EX Deoxys expansion, plus we've got details on all the new cards and a full listing that includes all those hard to find * cards. As well as the usual great stuff, we've also got a look at the amazing history of Pokémon and a huge TCG section!*



FREE Puzzle book and dart game!

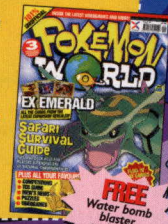
Pokémon World Issue 48

In this marvellous issue we take a gander at the State Championships in massive detail. As well as this, we have a peak at the fantastic upcoming Pokémon Emerald, which is sure to be a treat! You can also expect all the usual puzzles, helpful tips and three great, giant Poké-posters.

FREE Book and water game!

Pokémon World Issue 49

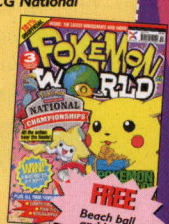
In this incredible issue, we give you a once-in-a-lifetime Safari Survival Guide to the UK National Championships and an in-depth look at the terrific Ex Emerald TCG Expansion. As well as all the usual stuff, such as Pokémail and Pika-pics, we look at the new Plug 'N' Play games.



FREE Water bomb blaster and book!

Pokémon World Issue 50

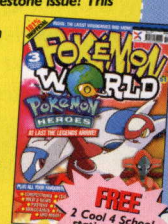
A milestone issue for us and boy do we show it! With a terrific report of the Pokémon TCG National Championships and an in-depth look at the brilliant Pokémon Emerald and all the usual goodness, this is certainly in with a shot of being the best issue of Pokémon World ever!



FREE Beach ball and book!

Pokémon World Issue 51

And you thought that Pokémon World couldn't get any better after last month's milestone issue! This magical edition sees an in-depth look at Pokémon Heroes, a preview of all the upcoming Poké-goodness, game reviews, puzzles, posters and a TCG guide! A truly fantastic issue!



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Pokémon World Issue 52

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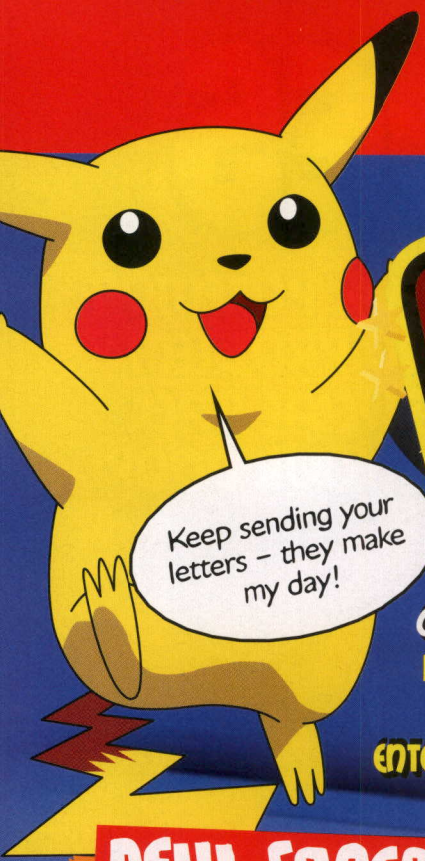


POKÉMAIL

WE CAN'T WAIT TO READ YOUR POKÉMON THOUGHTS, JOKES AND QUESTIONS! AND THERE ARE SO MANY WAYS TO GET THROUGH TO US! IF YOU'RE SENDING PIKA-PICS AND LETTERS, SEND THEM IN TO THE USUAL ADDRESS: POKÉMAIL/ PIKA-PICS, POKÉMON WORLD, HIGHBURY ENTERTAINMENT, PARAGON HOUSE, ST PETERS ROAD, BOURNEMOUTH, BH1 2JS

Sorry, but we cannot reply personally to any letters sent to Faisal Khan, *Pokémon World*, Professor Yew or anything! Printed letters may be edited for space. The text number is for text messages only and is never answered as a phone number. Your text will cost you the regular text message amount. Please check with your mobile service provider.

NEW FACES!

Dear Pokémon World,
I've heard of three new Pokémon: Bonsly (which is the baby form of Sudowoodo), the baby form of Mr Mime and the evolved form of Sneasel, but I don't know what their names are.
Also, in *Pokémon Colosseum* what Shadow Pokémon does Noscour the Shadow Leader have? I've made it to the Relgum Tower, and got all the badges but I don't know Noscour's Shadow Pokémon.
Mahmood, age 10, Barking

Hi, Mahmood – thanks for writing in. Let's see if we can help out... There are actually five new Pokémon and they all appear in the eighth Pokémon movie, Mew And The Wave Guiding Hero. *You're right about Bonsly, though we don't have names for the new Mr Mime and Sneasel evolutions; their Japanese names are Manene and Manyula respectively. Munchlax, the pre-evolution of Snorlax, is another new face, though we've seen him in Pokémon World before, and Rukario is the most mysterious newcomer and will be very important in the new movie. As for Shadow Pokémon in Colosseum, the four Shadow Leaders have the following monsters: Sudowoodo (Lv35), Entei (Lv40), Suicune (Lv40) and Raikou (Lv40). Hope that helps!*

GREEN FINGERS!

Dear Pokémon World,
I really like your magazine – it's awesome! I'm really lucky to own a copy of *Pokémon Emerald*! Anyway, it's a great game. My favourite thing about it at the moment is that when Pokémon come out of their balls they move! Also, being the short-cutter I am, I discovered you can catch Rayquaza before you defeat the Elite Four (but after you awaken him)! I'll cut it there as I don't want to give away any more!
Luke Purwar, age 11, Orpington

Glad to hear you've got Emerald *already, Luke – but remember not to spoil it for everyone else who's waiting for it to come out over here. That said, there isn't long to go now – we should see* Emerald *at the end of October. And that's only a few weeks away!*

OLD GOLD!

Dear Pokémon World
Please can you help! I have nearly all the Pokémon games on Game Boy. The only ones I haven't got are *Pokémon Gold* and *Pokémon Silver* and I know they are hard to find. Please, please, please can you tell me where to get them from. The only thing is I would like to buy them new – I don't want them second-hand. Please help me!
Shane Kenyon, age 9, Manchester

Don't worry, Shane. There is a way to get these older games without buying second-hand. Your first option is to ask your local game shop to order the game for you. This may take a while but isn't impossible, as Gold *and* Silver *aren't that old. The other option is to buy them from an online shop like amazon.co.uk where they have new copies and will even deliver them to your house! You'll have to ask an adult to take care of paying for it, mind, because we doubt you have a credit card!*

YOU CAN ALSO GET YOUR LETTERS TO US ONLINE AT POKEMONWORLD@PARAGON.CO.UK

AND NOW YOU CAN TEXT US ALL YOUR POKÉMON THOUGHTS ON 07941 921 854!

LANGUAGE BARRIER!

Dear Pokémon World,
When I was on holiday in Italy I bought a pack of TCG cards. Unfortunately, I forgot they would be in Italian (which was a bit silly, really!). I was lucky in getting a Team Aqua's Walrien (or 'Team Idro Walrien') but I can't understand its attacks! Also, I got a Team Aqua Technical Machine 01 and I can't understand that either! Please could you tell me what they mean in English!
Daniel Stanyon

Wow – we've never played with Italian cards before! Don't worry, though, we can sort you out with Professor Yew's patented Translatomatic! So, first off is Walrein. Its attacks are: Power Blow (Does 10 damage plus 10 more damage for each Energy attached to Team Aqua's Walrein) and Hydro Reverse (You may return any number of basic Water Energy cards attached to all of your Pokémon to your hand. If you do, this attack does 50 damage plus 10 more damage for each Energy you returned). As for Team Aqua's Technical Machine 01, "attach this card to one of your Pokémon that has Team Aqua in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Team Aqua Technical Machine 01." The move on that card is Miracle (Choose one Special Condition. The Defending Pokémon is now affected by that Special Condition). We hope that helps!

MYSTERY MEGANI!

Dear Pokémon World,
We have a strange Pokémon card that we want to find out about. It is called Megani, Basic Pokémon and it has 300HP. We think that the card is a remake of Rattata because it says underneath the picture "Rat Pokémon, Length: 1'0", Weight: 8lbs". Its description is "Loves to eat walnuts, chestnuts, cheese and milk". The number at the bottom is 154/82 with a circle, which means it's common. Also, the back is a darker colour than usual. Please tell us what this card is!
Caitlin Smith and Sophie Atwell, age 11, Braintree

Hello Caitlin and Sophie – thanks for sending in a picture of the card so our experts can look at it! But we're sorry to tell you that this Megani card is a fake. Someone who obviously doesn't know very much about Pokémon has put it together, perhaps from a Japanese card because Megani is the Japanese name for Meganium. Our advice is to check all your cards carefully before you buy them, and if someone sells you bad cards, don't buy from them again!

INTERNET INTEREST!

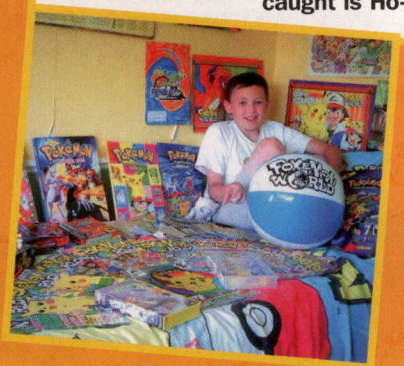
There are two new websites to tell you about this month. First off is Tom Hughes' site at groups.msn.com/PokémonPlasmaPalace. Tom wants people to join in and chat about Pokémon. Our second site is www.freewebs.com/rukayio, which has been made by James. Good work, James!

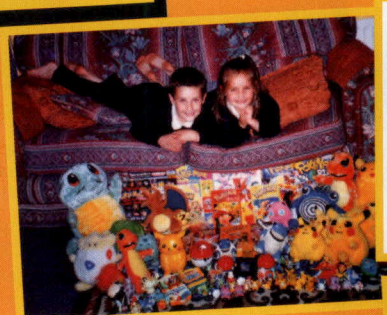
POKE POETRY

Pikachu is the best,
Omastar puts your skills to the test.
Kakuna isn't a fool,
Espeon is really cool.
Meowth is totally mean,
Oddish hides when he has been seen.
Nuzleaf is a pest,
But he still knows Pokémon World is the best!
Rachel Terzian, age 11, Bognor Regis

COLLECTOR'S CORNER

Lewis has been collecting Pokémon cards and games for several years, but couldn't fit all his collection on his bed! His favourite game is *Gold* and the best Pokémon he's caught is Ho-Oh!





Duncan and Emmie Kinnear-Smith (who are seven and six) live in Loughborough and are big fans of Pikachu and Charmander. We can see at least seven Pikachus in this collection!

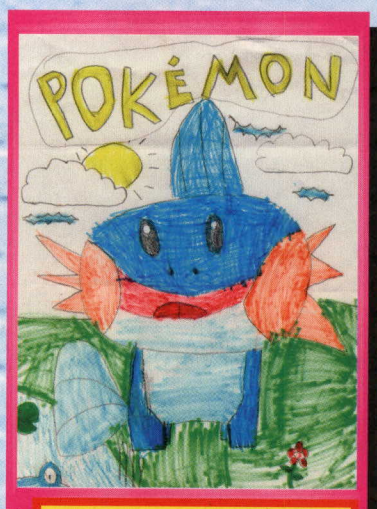
Eight year-old Anthony Shore from Stoke-on-Trent has been collecting since he was just three – and it shows! It must have taken ages to build up an impressive collection like this!

HAVE YOU GOT A COOL COLLECTION OF POKÉMON STUFF? SEND IN A PHOTO TO THE POKÉMAIL ADDRESS AND WE'LL SHOW THE WORLD!

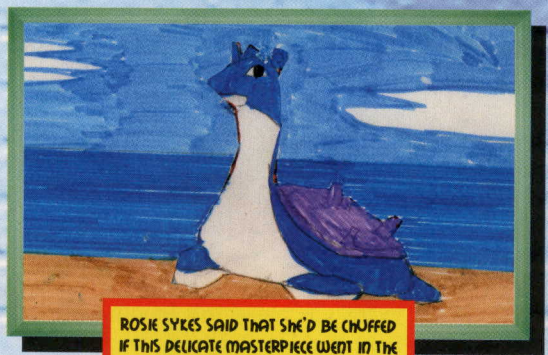
Pika-Pics

We've had so many great pictures for Smeargle's gallery this month, but unfortunately we couldn't find space for them all. We want to thank everyone for so many great drawings. We've selected our favourites from all the talented young artists out there. Keep your pictures coming and share you favourite Pokémon drawings with your fellow Pokémon fans!

SEND YOUR DRAWINGS TO...
PIKA PICS,
POKÉMON WORLD,
HIGHBURY ENTERTAINMENT,
PARAGON HOUSE,
ST PETER'S ROAD,
BOURNEMOUTH,
BH1 2JS

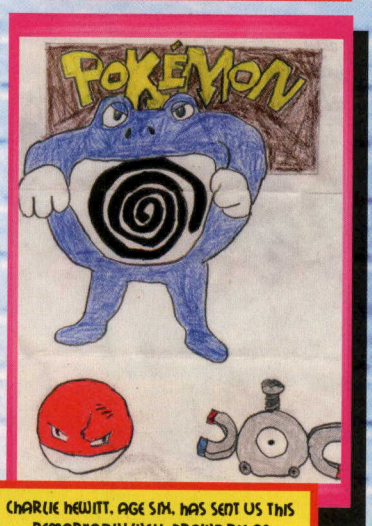


WOW! WHAT AN IMPOSING PIC OF MUDKIP BY BARNABY JONES, AGE EIGHT. THANKS FOR ALL THE EFFORT BARNABY!



ROSIE SYKES SAID THAT SHE'D BE CHUFFED IF THIS DELICATE MASTERPIECE WENT IN THE MAG. BE CHUFFED THEN ROSIE.

MUDKIP, WEEDLE AND TOGEPI ARE DONE JUSTICE BY EIGHT-YEAR-OLD JACK PEET IN THIS MARVELLOUS DRAWING.



CHARLIE HEWITT, AGE SIX, HAS SENT US THIS REMARKABLY WELL-DRAWN PIC OF POLIWHIRL. GREAT STUFF CHARLIE!

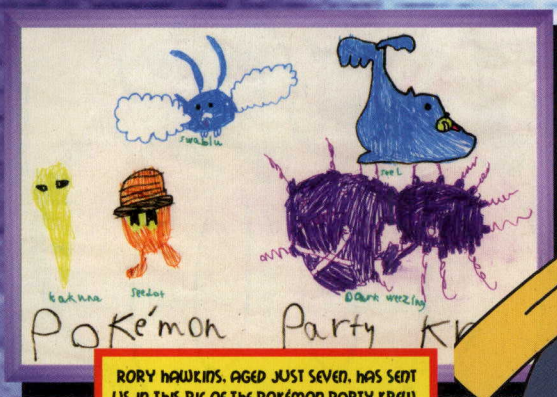
A WONDERFUL SELECTION OF POKÉMON FROM NICK ORDISH, AGE NINE, HERE. THANKS FOR THE SUPERB PIC NICKY!

JOE HORNER'S 'KYOGRE AT NIGHT' CERTAINLY IMPRESSED US - ESPECIALLY WHEN YOU CONSIDER THAT HE'S ONLY 11 YEARS-OLD.

BOY OH BOY CAN ADAM MURRAY, AGE 12 FROM WITHAM, DRAW! GREAT JIRACHI PIC ADAM - KEEP UP THE GOOD WORK!

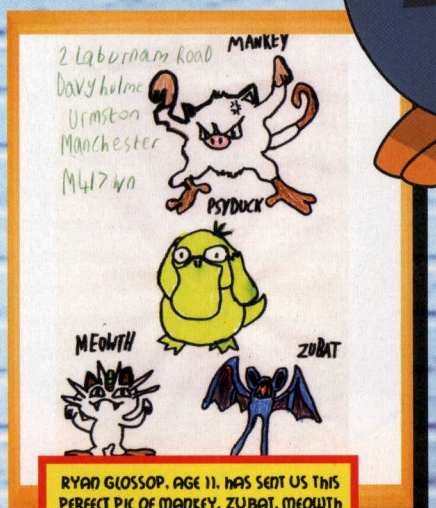
PIKA-PICS

HARRY BAILEY HAS SENT US IN THIS PICTURE OF WHAT HE CALLS HIS IDEAL TRAINER SURROUNDED BY TWO OF HIS FAVOURITE POKÉMON. WICKED STUFF!



RORY HAWKINS, AGED JUST SEVEN, HAS SENT US IN THIS PIC OF THE POKÉMON PARTY KREW. FANTASTIC YOUNG TALENT THERE, RYAN!

ANOTHER TREMENDOUS PIC OF KYOGRE. THIS TIME THE TALENT ON DISPLAY IS FROM NINE-YEAR-OLD FREDDIE SLENDEBROER.



RYAN GLOSSOP, AGE 11, HAS SENT US THIS PERFECT PIC OF MANKEY, ZUBAT, MEOWTH AND PSYDUCK. WAY TO GO RYAN!

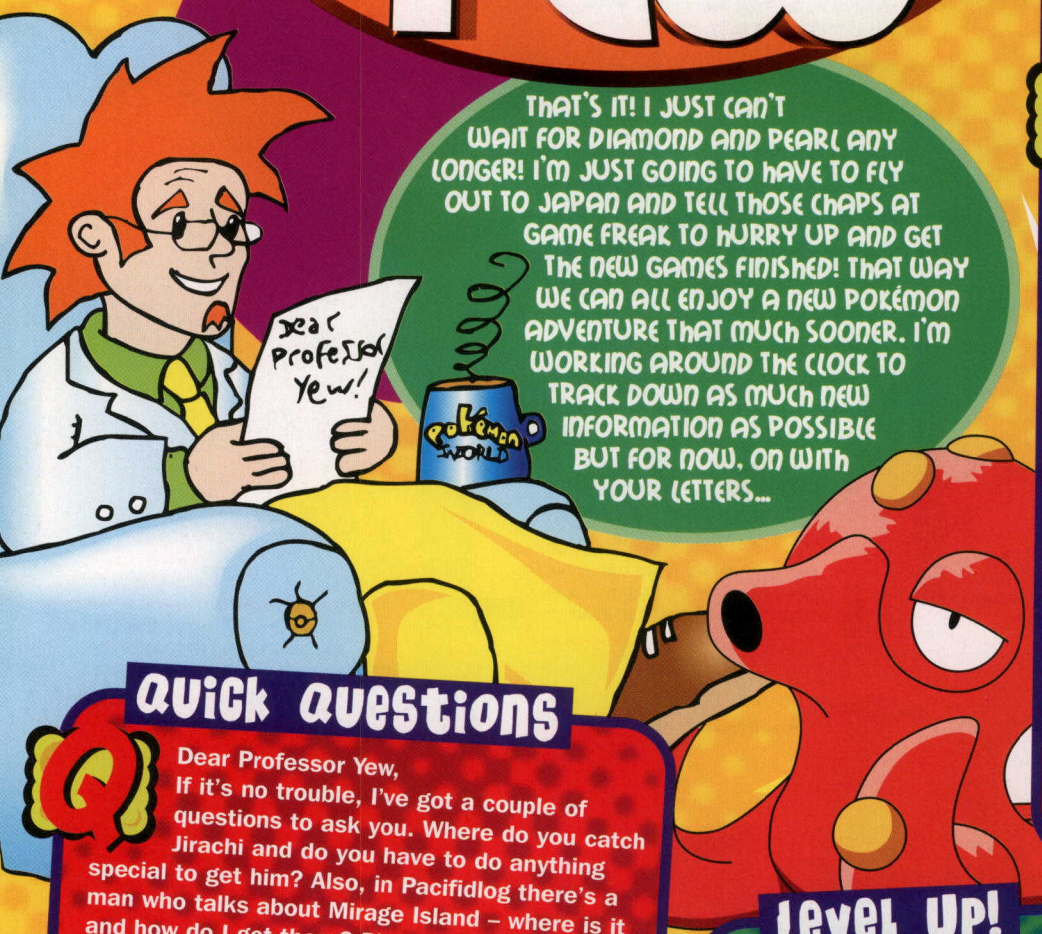
11-YEAR-OLD JAMES O'KANE FROM LINCOLN HAS SENT US IN THIS BRILLIANTLY DONE DRAWING OF DEOXYS. THANKS JAMES!

JUMPLUFF, MANTINE, QWILFISH AND SNIVVUB ARE CERTAINLY LUCKY TO BE THE SUBJECT OF BENJAMIN POTULSKI'S ARTISTIC SKILL.

PICHU LOOKS HAPPY TO BE IN THIS EXCITING PIC BY SEVEN-YEAR-OLD NIALL CROSSON. IMPRESSIVE STUFF NIALL!

SMEARGLE IS JUMPING FOR JOY BY ALL THE WONDERFUL DRAWINGS THIS MONTH. IT'S GREAT TO KNOW THERE ARE SO MANY TALENTED READERS OUT THERE!. PLEASE KEEP THEM COMING AS SMEARGLE WANTS TO FILL ALL HIS WALLS WITH YOUR POKÉMON PICTURES!

ask PROFESSOR YEW



THAT'S IT! I JUST CAN'T WAIT FOR DIAMOND AND PEARL ANY LONGER! I'M JUST GOING TO HAVE TO FLY OUT TO JAPAN AND TELL THOSE CHAPS AT GAME FREAK TO HURRY UP AND GET THE NEW GAMES FINISHED! THAT WAY WE CAN ALL ENJOY A NEW POKÉMON ADVENTURE THAT MUCH SOONER. I'M WORKING AROUND THE CLOCK TO TRACK DOWN AS MUCH NEW INFORMATION AS POSSIBLE BUT FOR NOW, ON WITH YOUR LETTERS...

Rare And Rarer

Q Dear Professor Yew,
I desperately need your help. Its about Regice, Registeel and Regirock. I don't know how to get into the Sealed Chamber – I know you have to go through the ocean current but I can't get into the entrance. Also, can you give me the locations where Rare Candies can be found?

FROM RICKY, ABERDEEN

A Well Ricky,
The trick to getting into the Sealed Chamber is hidden within your party – you'll have to get hold of a Wailord and a Relicanth first. Then, put Wailord in the first slot and Relicanth in the last slot and you should be able to get in. And if it's Rare Candies you're after, I can offer two pieces of advice. For one, if any part of the environment looks slightly suspicious – a lone rock, a gap in a large patch of grass or a coloured patch of earth, for instance – check it with the A button. You'll be amazed at what you can find! The Itemfinder is also a valuable tool in your item hunt. The other thing I would say is to train up a Zigzagoon and when it reaches the higher levels, it's Pick Up ability will get you stacks of Rare Candies and other goodies. Be sure to take your new friend everywhere you go!

Quick Questions

Q Dear Professor Yew,
If it's no trouble, I've got a couple of questions to ask you. Where do you catch Jirachi and do you have to do anything special to get him? Also, in Pacifidlog there's a man who talks about Mirage Island – where is it and how do I get there? Please help me!

FROM CONNOR JONES

A Well Connor,
Of course it's no trouble – answering your questions is just what I'm here for! Jirachi is an elusive one and unfortunately, he's only available through *Pokémon Channel* for the GameCube. You have to finish the game and then you'll be able to download him straight to your GBA cartridge. Or, as always, you can trade with a friend. As for Mirage Island, you wouldn't believe how many times I get asked this question! It appears randomly to the east of Pacifidlog, seemingly based on the ID numbers of your Pokémon in your party. The more you trade, the better your chances of going there, so get trading!

Level Up!

Q Dear Professor Yew,
I'm stuck in *Pokémon FireRed*. I can't beat the Elite Four and Gary! My party is Pidgeot (L49), Snorlax (L45), Zapdos (L50), Articuno (L51), Moltres (L51) and Blastoise (L54). PS Where can I catch Mewtwo?

FROM THOMAS, TRALEE

A Well Thomas,
The best advice I can give you here is to go on a little training mission. Make sure all of your levels are at least in the fifties for a start. You've got a good spread of monsters there but I'd say Pidgeot could probably sit this one out – Snorlax is your beefier Normal type and the three Legendary birds will give you all the Flying moves you'll need. I'd recommend training up either a Dark or Psychic type – Alakazam is always a safe bet with his fantastic Speed and Sp Att stats. Also, remember that you've only just caught those birds – they won't get their best moves for a while yet. That pesky Mewtwo can be found in the Unknown Dungeon, a place you can only reach after finishing off the Elite Four and its champion. Good luck to you!

Card Shark

Q Dear Professor Yew,
I'm a big fan of the *Pokémon TCG* and a while ago my mates told me to get some of my older cards checked out. I have Articuno, Zapdos, Moltres and Mew (all promos), all four *Pokémon: The First Movie* promos, a shiny Rocket's Moltres and a shiny fossil Articuno. Are they worth anything?

FROM NATALIA, WELLINGBOROUGH

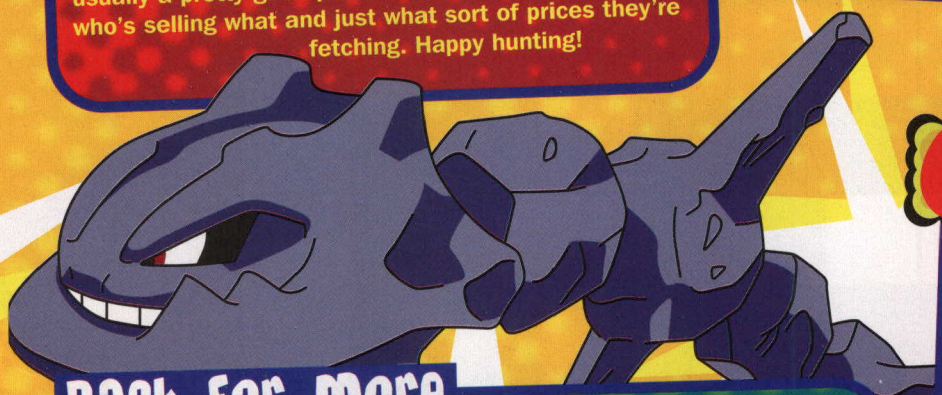
A Well Natalia,
Sounds like you've got some quite nice cards there! Unfortunately, most of the promos you mentioned aren't worth a great deal as they were far more commonly available than many other promo cards. As for the early cards, these tend to fetch a pretty penny when sold as complete sets and there are always people out there trying to finish a set of their own to sell on. If you've got a whole series, you can probably bring in a bit of money but otherwise, keep your ear to the ground and see if you can find someone that needs the cards you have! eBay is usually a pretty good place to start – you can see who's selling what and just what sort of prices they're fetching. Happy hunting!

Water Waster

Q Dear Professor Yew,
I have *Pokémon Sapphire* and my friend has *Ruby*. We have been breeding millions of Marills but still haven't hatched an Azurill. Please tell us how! By the way, where and how do you catch Feebas? I know it's in the area with the river by Fortree City but I need to know the precise area it's in!

FROM TOMEE, LONDON

A Well Tomee,
The Marill problem is a common mistake – in order to make an Azurill instead of just Marill younglings, make one of the Marills in the breeding process hold the item Sea Incense (found at Mt Pyre). That Feebas is a bit tougher, though. You've got the right area but it's impossible to be any more specific – he's just very, very rare. Search the entire river with your Old Rod and the only other monster that will bother you from underwater will be silly Magikarp. Best of luck in your search!



Shiny Time

Q Dear Professor Yew,
My friend and I have two shinies – a blue Nidorino and a green Spinda who is level 100, but we noticed that we found them at similar times. Does game time have anything to do with finding shinies?

FROM RACHEL, SWINDON

A Well Rachel,
The only factor in finding shinies is pure luck – it just sounds like you and your friend had a remarkable coincidence. Even getting a single shiny is a joy that many trainers will never know – the odds of finding one are tens of thousands to one (about the same as getting five numbers in the lottery!) so having two come along like that is one of the most incredible Pokéfeats I've ever heard of! There's little more I can say apart from... congratulations!

Back For More

Q Dear Professor Yew,
I wrote to you back in issue 38 but I have some more questions! I had an Eevee and I evolved it into a Vaporeon but I still need Jolteon and Flareon – is there a way of getting them without involving any trades?

I knocked out Moltres and was wondering if there's a way of getting him now, and again besides trading.

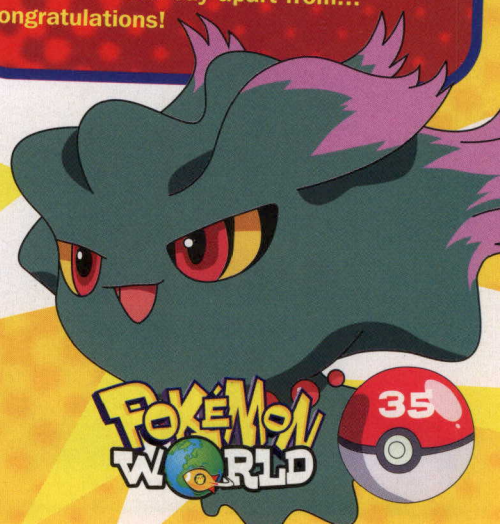
I saw on Pokémon.com that the special ticket to get to Ho-Oh and Lugia on Eight Island is out now in America. When is this going to appear over here?

FROM JORDAN, NEWPORT

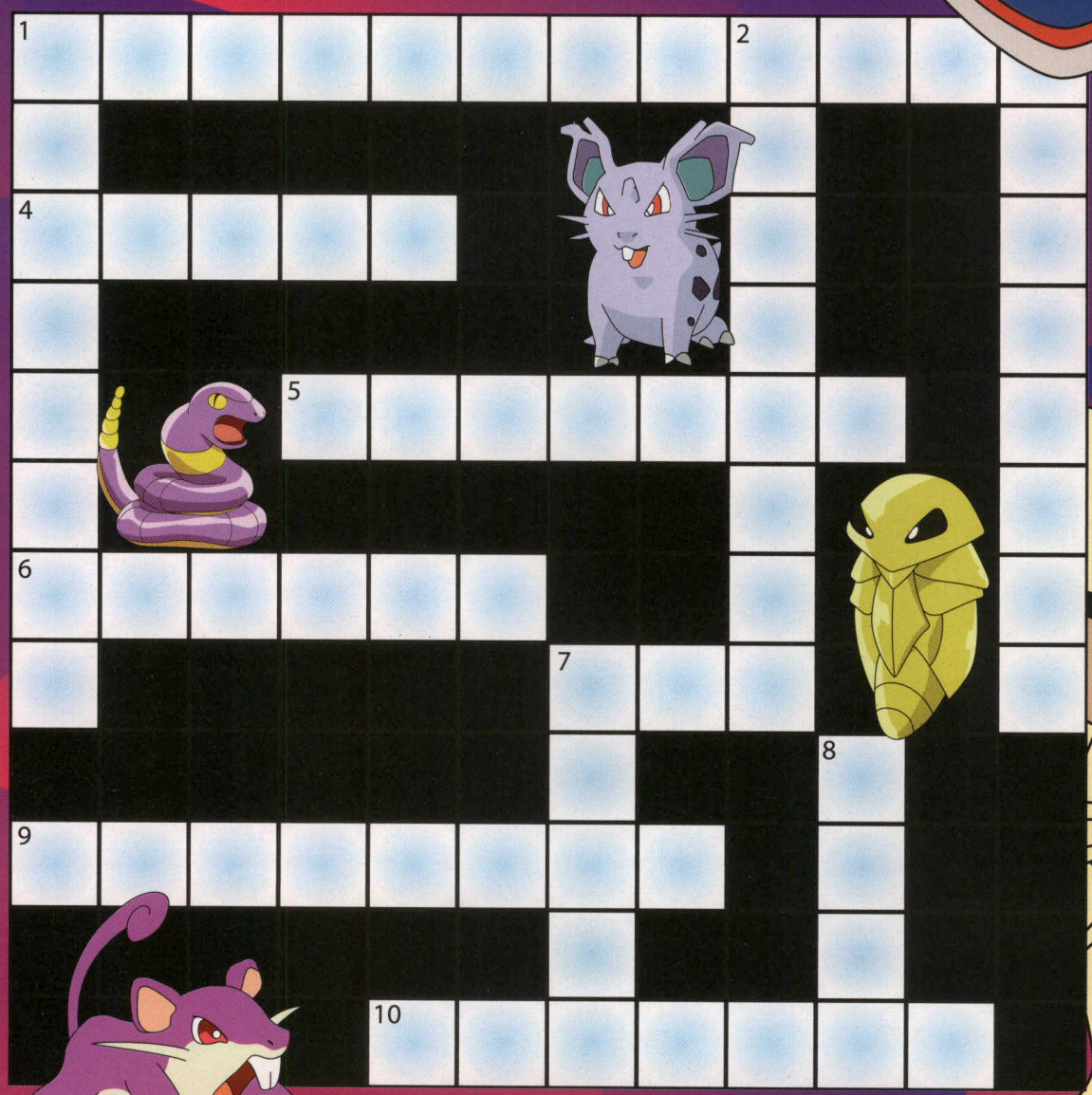
A Well Jordan,
Always a pleasure, my young friend!
There most certainly is a way! It's all about the breeding, you see. Throw your Vaporeon in the Day Care Centre with a Ditto and soon you'll have an egg. Hatch this and you'll be treated to a level 5 Eevee (perhaps with an extra move or so if you're lucky) to take down a different evolutionary path.

Not so lucky this time, I'm afraid. He's gone for good. If you want to get hold of him now, trading is the only way.

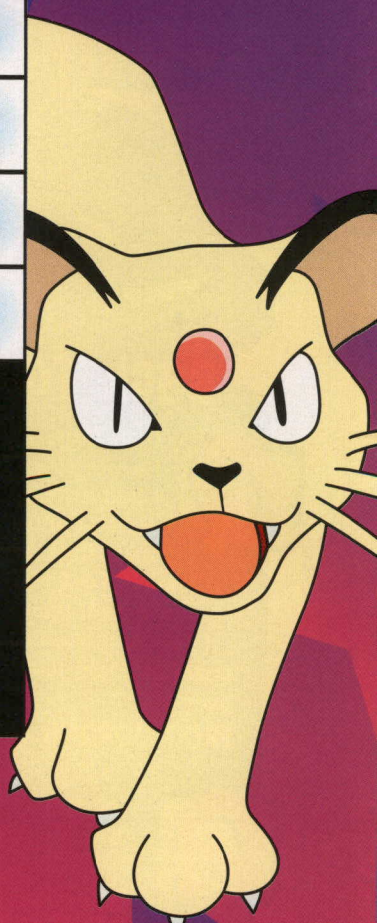
The ticket is indeed being made available at events in the US – that's why we covered how to prepare yourself for Deoxys, Lugia and Ho-Oh in a feature last issue – but there's still no word on when we'll be getting it. It's a shame, I know, but we'll definitely let you know just as soon as we find out!



KYOGRE'S CROSSWORD



Can you solve all the clues and complete my crossword? The answers will appear in the next issue if you get stuck.



Across

1) The first Japanese website to tell the world about Pokémon! (3, 5, 4)
4) Pokémon with a powerful tail, that looks like a monkey (5)
5) The name of the Japanese man credited for creating the Pokémon phenomenom and the man Ash is named after, __ Tajiri (7)
6) Misty's Pokémon (6)
7) The number of badges a trainer needs to compete in Pokémon League (3)
9) The saluting Pokémon of Team Rocket! (8)
10) The name of the Pokémon episode that caused a record number of seizures in Japan was Electric __ Porygon (7)

Down

1) The name of the key item in *Fire Red/Leaf Green* that teaches you Pokémon basics (6, 2)
2) Pokémon unique to *Pokémon Dash* on the DS (8)
3) Female doctor at Pokémon Center (5, 3)
7) One of the various types of Pokémon (5)
8) Unlike the green leaf, this was red in Pokémon! (4)

Pokémon questions

Over the next few pages there are some Pokémon questions – how many answers do you know?

Question 1
Pokémon Rangers is the name of an upcoming Pokémon DS game – true or false?

Question 2
Which Pokémon is the weakest of them all?

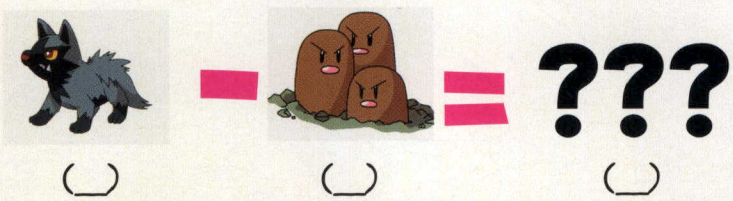
Question 3
Mandy is Ash's long-lost sister who asks him to give up the life of a Pokémon master – true or false?

POKÉMATHS

Can you figure out this month's tricky Pokémon puzzlers? Remember, use the numbers from the Pokédex to help you out!

Bulbasaur is number 1 in the Pokédex and Ivysaur is number 2. 1 + 2= 3, and Venuasaur is number 3. Here's a slightly tougher one for you to try...

(1) (2) (3)



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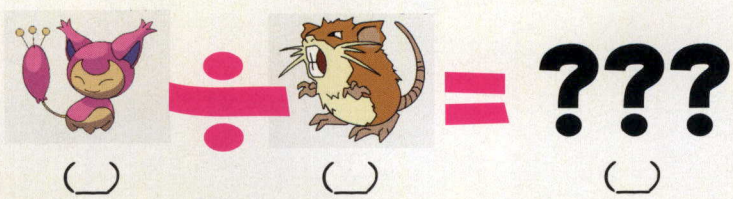

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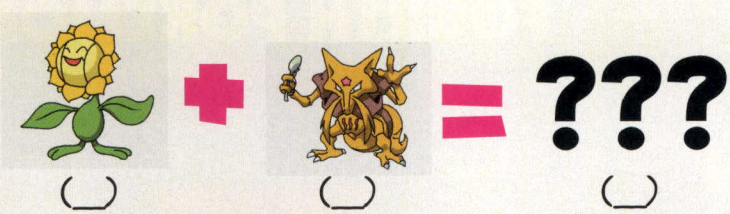

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Put these recent Pokémon events in the correct order, starting with the earliest!

POKÉMON CLOCK

A *Pokémon Heroes* is released on DVD in the UK

B Nintendo World Store with Pokémon Center opens in New York

C Pokémon World Championships take place in San Diego

D Munchlax makes his Pokémon debut

E Poképark opens in Nagoya, Japan

Poké Mystery

Using the clues the Pokémon have given you, can you figure out which Pokémon are which?

FIRST POKÉMON

I am a water Pokémon
I am 1' 04"
I evolve into Marshtomp
Who am I?

SECOND POKÉMON

I am an electric Pokémon
I don't evolve
I can only be found in Ruby/Sapphire
Who am I?

THIRD POKÉMON

I am 12' 6"
I fly in the sky continously
My body glows seven different colours
Who am I?

Question 4
What was the full Japanese name for the original GB Pokémon?

FOURTH POKÉMON

I will eat anything
I am very lazy and love sleeping
I am the heaviest Pokémon
Who am I?

Question 5
Which game features Pikachu and Jigglypuff alongside Ice Climbers, Dr Mario and Samus?

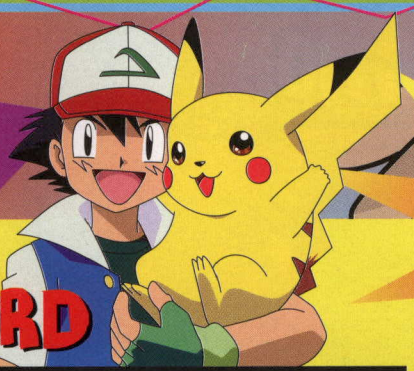
ANAGRAMS

Oh no! That clumsy Tropius has knocked over these Pokémon words! Why not help him put the letters in the right order!

1) GRANGE
2) TRUE ZOO MONK POE
3) STROP SOCK N MEET
4) ICE BEL
5) I PUT RAP
6) COT REEK

Question 6
What is Squirtle's last stage of evolution?

COME BACK NEXT MONTH FOR THE ANSWERS!



KYOGRE'S CROSSWORD

E	L	E	C	T	R	I	C	I	T	Y		
E			A		U					E		
V	O	L	T		B	L	U	E		L		
E			E		Y					L		
E			R			Z	A	P	D	O	S	
			P				C			W		
S	Q	U	I	R	T	L	E				G	
P			E		O				T		E	
L				X	D				W		N	
A	S	H			D	E	W	G	O	N	G	
S											A	
H	I	T	M	O	N	C	H	A	N		R	

ANSWERS TO LAST MONTH'S PUZZLES

POKÉMON QUESTIONS

1 Sparks will fly from Pikachu's cheeks because the electric generators in its cheeks get overcharged from the cold!
2 VW Beetles
3 Tentacruel
4 True
5 Snorlax, who weighs 1,014lbs!
6 Satoshi Tajiri, the man who created Pokémon. In the Japanese version, Ash is called Satoshi...

POKÉMATHS

Question 1
Sandshrew (27) plus Dratini (147) = Igglybuff

Question 2
Tyranitar (248) subtract Jigglypuff (39) = Snubbull

Question 3
Skitty (300) subtract Goldeen (118) = Bellossom

Question 4
Solrock (338) subtract Cubone (104) = Octillery

Question 5
Eevee (133) plus Dugtrio (51) = Magneton

POKÉMON ANAGRAMS

Sapphire
Master Ball
Charmander
Team Rocket
Pokemon Channel
Ash Ketchum

POKÉMON VOICES

Ikue Ootani	Pikachu
Rachel Lillis	Misty
Phillip Bartlett	Brock
Madeleine Blaustein	Meowth
Eric Stuart	Mewtwo
Veronica Taylor	Ash

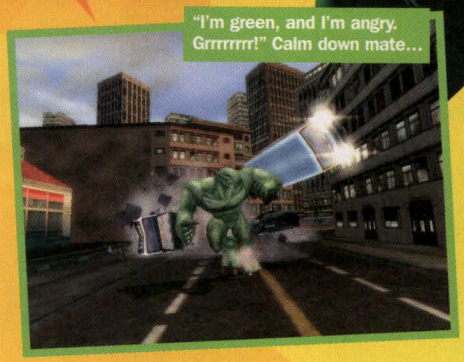
VIDEOGAME

MORE GREAT GAMES REVIEWED THIS MONTH!

THE INCREDIBLE HULK

ULTIMATE DESTRUCTION

FORMAT:	XBOX, PS2, GC
PUBLISHER:	VIVENDI UNIVERSAL
PRICE:	£39.99
RELEASE:	OUT NOW



"I'm green, and I'm angry. Grrrrrrrr!" Calm down mate...

Why can't he just use the crossing like everyone else?

MEAN, GREEN, FIGHTING MACHINE

REGULAR READERS MAY remember that last month's Videogames Island was packed full of film tie-ins. *Madagascar*, *Fantastic 4* and *Batman Begins* weren't exactly the best games ever to hit store shelves, so we'll forgive you for breathing a deep sigh when you see the word 'Hulk'. Never fear, though, because miracles can and do happen.

Anyone remember *Spider-Man 2*? That particular game was made great due to the fact that you had complete freedom to swing around a city at your heart's content. Take that tried-and-tested formula and then add the ability to smash everything in your path – that, friends, is what this game is all about. The last *Hulk* game was rubbish, we'll admit that right from the start. But this time around the development team hasn't had to tie the game in to a film and has been able to do pretty much whatever they want. The game is based mainly around Doc Samson's attempts to cure Bruce Banner of the green monster inside him; he'll need to build a machine to do this, and many of the missions in the game revolve around smashing your way into buildings in order to find the parts you need.

GAME OF THE MONTH

The military are after Hulk's immense powers...

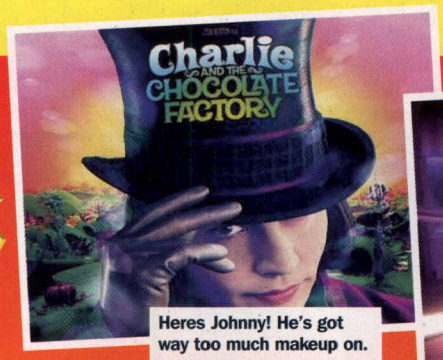
Hulk has many different abilities and most of these are based on his fists. He can punch (obviously), he can pick up and throw pretty much anything (including tanks), he can pound the ground and he can perform super moves that see him sending out a shock wave. He is also able to 'weaponise' items around him – if a bunch of cops are firing at you, why not grab a nearby truck, flatten it and use it as a shield? You can also smash two cars and use them as boxing gloves, or how about using a lamp post as a baseball bat? Marvellous.

There are only two areas in the game but these are both *huge*. You have the city, which is full of skyscrapers and the like, and then there's the desert area, which is where the military tend to engage you. There is a storyline running behind all the action but, really, you won't care about that. It's all about jumping from skyscraper to skyscraper, grabbing helicopters, throwing annoying policeman from great heights and generally causing mayhem. Like any good action game all you need to do is disengage your brain and just have some good old-fashioned fun.

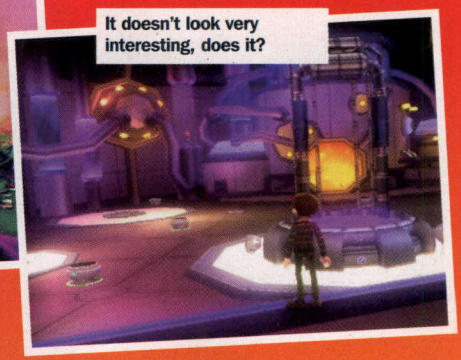
If you enjoyed *Spider-Man 2* and like smashing things (that covers most of you) then this is for you. If you didn't and don't, lighten up and learn how to have fun.

POKÉMON WORLD RATING 91%

ISLAND



Heres Johnny! He's got way too much makeup on.


It doesn't look very interesting, does it?

CRY ME A CHOCOLATE RIVER

CHARLIE AND THE CHOCOLATE FACTORY

FORMAT:	XBOX, PS2, GC
PUBLISHER:	TAKE 2
PRICE:	£34.99
RELEASE:	OUT NOW

WHAT? ANOTHER ONE? You've got to be frickin' kidding me, right? How about we make this the last film tie-in to ever appear in Videogames Island? All in agreement say 'aye'. [Resounding chant ensues.]

Ah, democracy. Freedom of choice is what the modern world is built on, though we kind of wish that Take 2 had asked us before it made such a terrible attempt at recreating Mr Dahl's wonderful book. The publishing company may well have chosen to make this game but, really, *should* it have? Hmm... nope.

Most of you will know and love the story of Charlie and his honest attempts to get some free chocolate, and you may have even seen the new film. With that in mind, can you think of any way to turn it into a game? No, it doesn't really work, does it?

The whole time you're playing the game you're sitting there thinking "This just doesn't work" and "This really isn't much fun at all". You see, you take control of Charlie, who has to go around fixing the machines with the help of the Oompa Loompas. The puzzles soon get very repetitive, though, and the boredom isn't helped much by the frustration caused by the terrible collision detection. Ever seen an Oompa Loompa fall through the floor? We have – many times.

In all honesty we can't think of one redeeming feature of this game. It's boring, repetitive, glitchy – heck, it doesn't even *look* very pretty. Stay away.

Come on, give me something interesting to do, damn it! I'm bored of walking around.

At last: a crazy purple sheep. Just what I need.

POKÉMON WORLD RATING 40%

BREAKING THE SOUND BARRIER IN STYLE!

WIPEOUT PURE

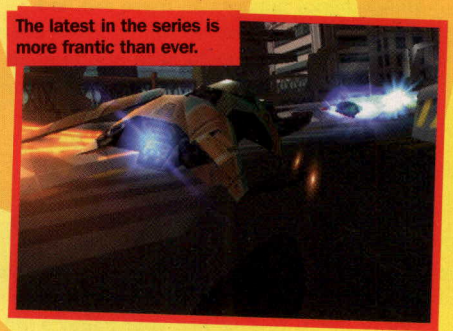
FORMAT:	PSP
PUBLISHER:	SONY
PRICE:	£34.99
RELEASE:	OUT NOW

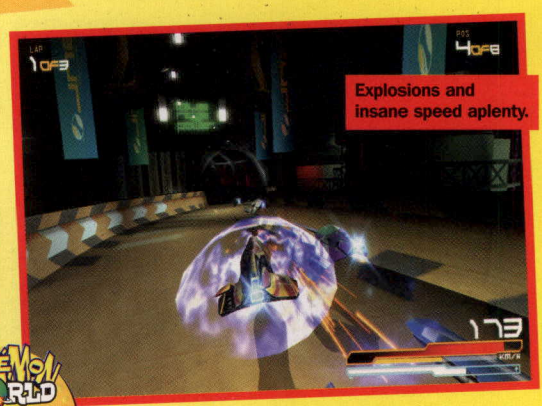
LIKE *RIDGE RACER* and *Tekken*, *WipEout* is one of those games that defined a generation and attracted a whole new audience to the world of videogaming. When it first came out on the original PlayStation, it was the first game ever to fuse videogaming and club culture. It made videogames cool, thanks mostly to its high-octane racing and licensed music – and ten years later and it's still a very exciting and trendy game.

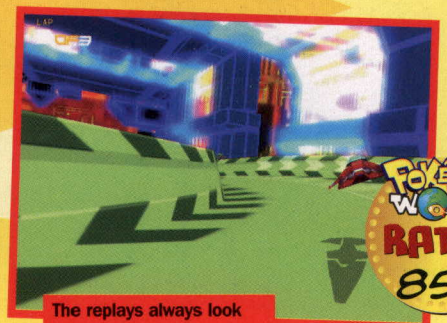
This latest version for the PSP mimics *Ridge Racer* in that it brings together all the good stuff from the various *WipEout* games that have appeared over the past ten years. That means all the best weapons (as well as a few neat new ones) and a return to the narrow, winding tracks of the original game.

There's one problem that's always dogged this game, though, and that's the difficulty level. It's one of those games that you can get very good at; the tracks are perfectly designed but a newcomer to the game will always find the anti-gravity ship handling quite an alien experience. It's downright weird when you first come to it, but you do get used to it.

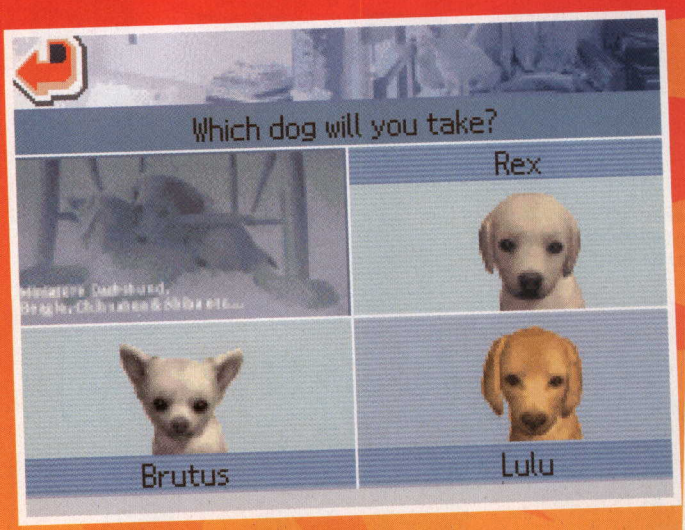
WipEout Pure is stunning in every way. It looks and sounds gorgeous and plays really well once you get used to it. It may be a little bit too hard for some, though.

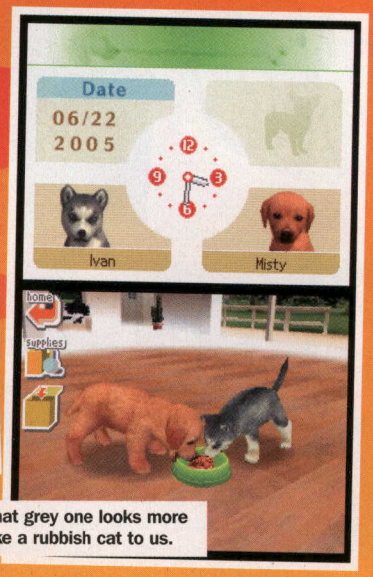

The latest in the series is more frantic than ever.


Explosions and insane speed aplenty.


The replays always look staggeringly cool.

POKÉMON WORLD RATING 85%





That grey one looks more like a rubbish cat to us.

Mate, you seriously can't be seen wearing that.

PUPPIIIIIE POWERRRRR!

NINTENDOGS

FORMAT:	NINTENDO DS
PUBLISHER:	NINTENDO
PRICE:	£29.99
RELEASE:	7 OCTOBER 2005

PUPPIES. AREN'T THEY great? Cute, playful, adorable little things... and then they grow up and get a bit too much. Oh, and they smell and poop everywhere, too. Okay, we admit it: there are just as many good things about puppies as there are bad things, but that's where *Nintendogs* comes in. Imagine if you could have all the good experiences without any of the bad ones. That's what *Nintendogs* offers: all of the love and attention without any of the stench, drool or vet bills.

Nintendo's latest DS game is a puppy simulator, much like *Tamagotchi* but on a far higher level. The game is available in three versions, and each version allows you to choose various breeds of pooch. Once you've made your choice your puppy's life begins – you have to feed it, put it to bed, wash it and love it. Now the DS stylus comes into action: you can use it to stroke your pet or give it a scratch behind the ears, and your puppy will even roll over if it wants you to stroke its tummy.

Once you've got to grips with looking after your pup you can begin domesticating it. The DS's microphone allows you to teach your little mut simple commands – by repeatedly speaking to it you can make it learn to sit, roll over, lie down and do many other things. It takes a while sometimes, but that's just like having a real pet.

Once you're feeling confident about your pet's obedience you can take it for walk. You can plan your walk on the map and there are many places to visit: you can go to the park and play games like frisbee, or you might even want to go to the pet store to buy some dog snacks. Wherever you go you're bound to bump into other dogs, and if another player is close by they might want to jump into your map via Wi-Fi – you can even trade items with them.

All these obedience and frisbee skills can be used to your advantage, too. You can enter your pup into competitions and win valuable items for doing so. If you don't like what you have then there's nothing stopping you trading it with a friend.

Sounds great, doesn't it? And that's because it is. *Nintendogs* has taken Japan by storm and is now set to continue the trend over here. Once you pup, you can't stop. Hmmm... well, you kind of know what we mean.

Fight! Fight! Oh damn, they seem to like each other.

A present? For us? Aww, you shouldn't have...

PAC-MAN WORLD 2

FORMAT:	GBA
PUBLISHER:	ZOO DIGITAL
PRICE:	£19.99
RELEASE:	OUT NOW

Look at him go. Look at him jump! He's the man!

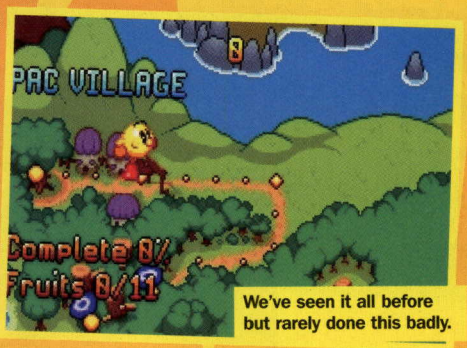
Pokémon World Rating 30%

WE KNOW WHAT you think we do. You think we sit here and play games all day, don't you? Well, that's partly true, but that's hardly a good thing when the game in question stinks. Introducing *Pac-Man World 2*. And boy is this a stinker!

If you've had the pleasure of playing *Pac-Man World* on the other console you'll know roughly what to expect. Pac-Man gets to run, jump and butt-bounce around various levels, eating fruit and pills galore. Why he's doing this is anyone's guess, but he seems quite happy bouncing around so who are we to complain? Up until now the games have been okay – uninspiring, but okay.

The GBA version, however, is a very different story altogether – it has to be one of the most annoying platformers we've ever played. For starters, Pac-Man can't jump anywhere. Any time he wants to get up to a platform or do anything other than walk, he has to butt-bounce. We don't know about you but we find this utterly ridiculous. Are you trying to tell us that even though he has legs he can't jump and land on them? Whatever.

Butt-bouncing is bad enough, but even if that doesn't get you, the semi-hidden platforms and terrible collision detection will push you over the edge. We can't find one good thing to say about this game, so guess what? We're not going to.



We've seen it all before but rarely done this badly.

COLIN MCRAE RALLY '05 PLUS

WHAT A SILLY NAME...

FORMAT:	PSP
PUBLISHER:	CODE MASTERS
PRICE:	£34.99
RELEASE:	OUT NOW

Pokémon World Rating 86%

IS THERE REALLY any need to put the word 'Plus' on the end? Come on, seriously. There's no need to give it such a long name in the first place, but if you really have to differentiate it from the other versions then why choose the word 'Plus'? That has to be one of the most boring words on the planet.

Anyway, subtitles aside, you'll be pleased to hear that the game itself is as sweet as a nut. The *McRae* series of rally games rarely disappoint, and this PSP version does a great job of recreating the classic rally feel in the palm of your hand.

It's fast, it's smooth and there are plenty of Championship options at your disposal. Being a PSP title you've also got the chance to play against other people. The best bit about the game, though, is the co-pilot aspect. So few rally games do this right (some don't even bother at all) and *McRae* is one dirt racer where you can race accurately just by listening to what your team-mate tells you. It makes such a big difference to be able to concentrate on racing rather than trying to remember every single bend and braking point. Let your co-pilot do that: that's what he's there for.

The PSP seems to have a game for every occasion at the moment, and *Colin McRae* fills in the rally gap perfectly.

The Impreza 555 – a cracking little dirt car.

05 Plus has everything you'd want from a rally game.

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MOVIE CITY

Here are some great movies to see this month...

ROBOTS: SPECIAL EDITION

CERTIFICATE .....PG
RELEASED .....19 SEPTEMBER
PRICE £19.99

OH, COME ON – what do you think the film's about? The weather? No, here is a film that's about exactly what it says it's about – robots. More specifically it's about the adventures of Rodney Copperbottom as he heads on a big adventure through a sometimes scary and always hilarious robot world.

From the makers of the charming *Ice Age*, *Robots* is a delightful, funny, moving film that will leave you aching for more. Star of the show is the constantly-dissembling Fender, voiced by the ever-terrific Robin Williams, while the graphics are truly something to behold – some of the huge, futuristic, industrial landscapes are just breathtaking.

Naturally the DVD comes absolutely jam-packed with features covering everything from the stars behind the voices to the origins of the characters themselves. You even get a peek at some of the coming highlights from Fox. A truly essential purchase.

It looks amazing!

All the characters are just terrific.

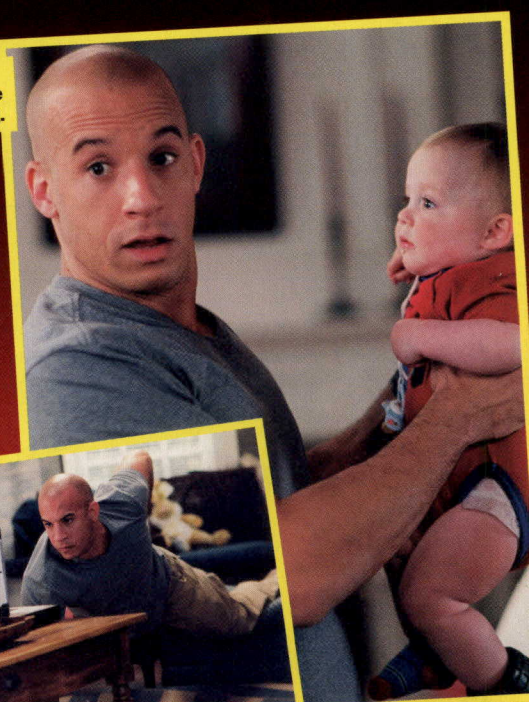
THE PACIFIER

CERTIFICATE .....PG
RELEASED .....19 SEPTEMBER
PRICE £19.99

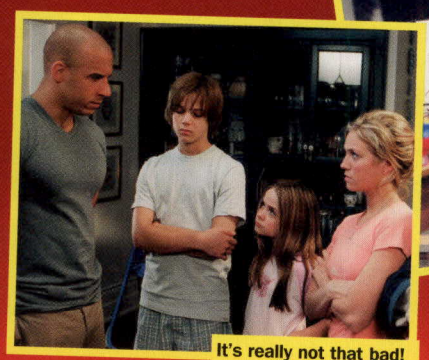
WAY BACK WHEN, Arnold Schwarzenegger used to be the world's biggest action star, with violent films such as *Terminator* and *Commando* littering his CV (ask your dad!). Then he made *Kindergarten Cop*, which bombed at the box office. Nowadays, Vin Diesel is the action king of the big screen and he seems intent on riffing on the Arnie formula, even if that means him making his own film with loads of little kids in it.

Say hello then, to *The Pacifier*, a surprisingly not-awful film about a special agent becoming a family's babysitter while he's on a secret mission. It's as ridiculous as it sounds, but thanks largely to the previously hidden comic talents of Diesel, it's a perfectly bearable family comedy with kids that actually aren't too irritating.

The DVD isn't loaded with features, but what it does have is packed with the same charm of the movie, which, overall, makes this just about worth your while.



Vin Diesel proves that he's got some good comic timing.



It's really not that bad!

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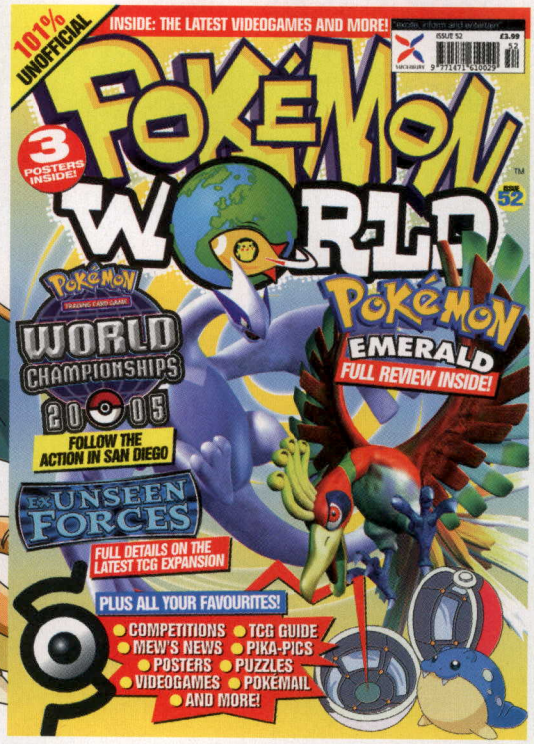

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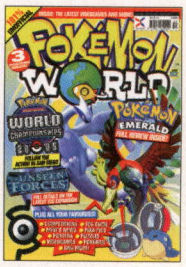

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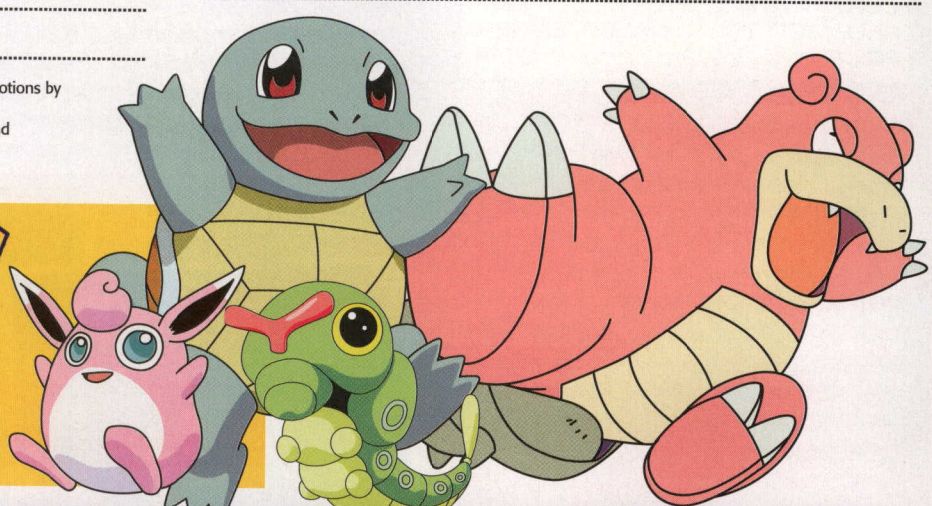

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A NEW MAGAZINE FOR A NEW CONSOLE. LAUNCHING THIS AUTUMN

ALL THE BEST POKÉMON™

POKÉMON RED/BLUE

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01

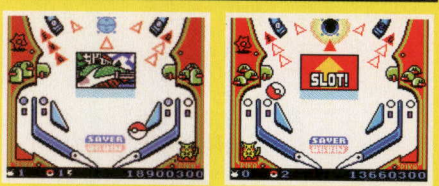
In September 1999, *Pokémon* arrived in the UK and went on to sell by the bucket load! A small boy is given his first Pokémon by Professor Oak and asked to catch and train all 151 Pokémon to become a Pokémon Master. You must train your monster to fight and then try to outwit the wild Pokémon hiding in long grass and caves.

SCORE 4/5

SUMMING UP:
Where it all started: still fun to play today!

POKÉMON PINBALL

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01



You're guaranteed serious fun here! The only down side is that rather than following the ball around the table, the on-screen view flips from the top to bottom, which can make you feel queasy when you're concentrating! The combination of monster catching and addictive action is a sure-fire winner though – it was certainly a big hit with us!

SCORE 4/5

SUMMING UP:
A great play for pinball and Pokéfans alike!

POKÉMON TRADING CARD GAME

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01

This game includes all the elements of the Wizards card game. Anyone who has played the Trading Card Game will love this Game Boy version, as it enables you to practise playing cards without damaging your trophies. For other fans, this could be a great way to learn how to play, but may not be of great interest to all of you Pokémon trainers!

SCORE 4/5

SUMMING UP:
All Pokémon trainers need this game!

POKÉMON GOLD/SILVER

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01

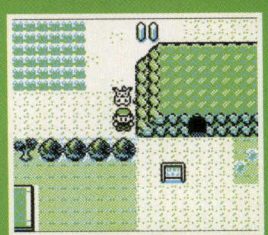
The follow-ups to the hugely successful *Red*, *Blue* and *Yellow*, these fantastic Game Boy titles introduced a whole new world to the budding Pokémon Master – the land of Johto. Players must travel around, as before, catching and training Pokémon, but with exciting new features such as real-time play.

SCORE 5/5

SUMMING UP:
The king and queen of Pokémon games!

POKÉMON YELLOW

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 01



After the success of the cartoon series, Nintendo released this follow-up to the first two games. *Pokémon Yellow* is similar to *Pokémon Red* and *Blue*, only you will receive Pikachu as your very first Pokémon and he will follow you around all the time, like in the cartoon. You will still need to trade to catch 'em all – but other than that, it is almost the same game as *Red* and *Blue*.

SCORE 4/5

SUMMING UP:
Nearly the same as *Red* and *Blue*

POKEMON COLOSSEUM

FORMAT: GAMECUBE
ISSUE REVIEWED: 38

One of the most awaited games ever finally arrives and was it ever worth the wait! Playing a lot like *Pokémon Stadium* on the N64 but without the mini-games, *Colosseum* features what is quite simply, the best battle system and Story mode ever created. Supporting all 386 monsters of the *Pokémon* world, Colosseum also gives you the chance to catch Jirachi himself. It also doesn't hurt to have the best graphics of any *Pokémon* game before it!

SCORE 5/5

SUMMING UP:
Probably the best *Pokémon* game yet!

POKÉMON CRYSTAL

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 04

The latest instalment in the *Pokémon* saga is an alternative edition of *Gold* and *Silver* that is, essentially, the ultimate *Pokémon* GBC game – provided you don't own *Gold* or *Silver*. Anyone who does will find it all strangely familiar! However, little enhancements, like animated battle sequences, add to the experience and some Pokémon locations and frequencies have changed, meaning Pokémaniacs will still find this Nintendo gem a sparkling little treat!

SCORE 3/5

SUMMING UP:
The last instalment on the GBC is a great way to end the series!

POKÉMON PUZZLE CHALLENGE

FORMAT: GAME BOY COLOR
ISSUE REVIEWED: 08

Pokémon on the Game Boy isn't just about collecting monsters and working out in gyms, you know – oh no! This backwards-*Tetris* style game has players busting blocks at manic speed, and is totally and utterly addictive. It's the perfect game to fill the time between bouts of monster battling – but are your fingers fast enough?

SCORE 4/5

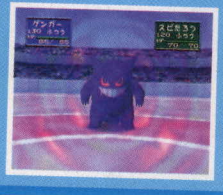
SUMMING UP:
This version of *Tetris*, the greatest puzzler ever, is great to play!

GAMES REVIEWED!

POKÉMON STADIUM

FORMAT: NINTENDO 64
ISSUE REVIEWED: 03

The first N64 *Pokémon* game comes with an attachment to connect the console to the Game Boy. The Transfer Pak enables you to upload your very own captured and trained Pokémon and battle them in full 3D on the N64. There are a wide range of cups and challenges to complete and when you are ready you can take on the Gym Leaders. There are nine mini-games too!



SUMMING UP:
Pokémon look great with the N64's graphics!

SCORE 4/5

POKÉMON SNAP

FORMAT: NINTENDO 64
ISSUE REVIEWED: 03

Pokémon Snap is a highly enjoyable and surprisingly addictive game for the Nintendo 64, which sees you travelling around photographing wild Pokémon in their habitats. Unfortunately, it's completed just a little too easily. On the plus side though, you have every reason to keep coming back again and again to try and improve your Pokémon pictures!

SUMMING UP:
Take photos of all your favourite Pokémon!

SCORE 4/5

POKÉMON STADIUM 2

FORMAT: NINTENDO 64
ISSUE REVIEWED: 07

After the storming success of the first *Pokémon Stadium* game, this 3D battlefest has now burst on to the *Pokémon* scene, complete with 249 monsters ready for battle. It follows the same idea as the original, but boasts a whole stack of wacky new features, including new tournaments, brain-busting quizzes and more!

SUMMING UP:
A bit too easy, but there's loads of replay value!

SCORE 4/5

HEY YOU, PIKACHU!

FORMAT: NINTENDO 64
ISSUE REVIEWED: 04

At the end of the day, the idea of talking to Pikachu is something of a letdown. Our yellow pal seems to find it very hard to understand a lot of what you say and the games that you get to play with him are very simple and ultimately rather dull. *Hey You, Pikachu!* is a game which is very novel to begin with, and fun for a while, but it quickly becomes boring.

SUMMING UP:
Awkward to play and a bit too techie

SCORE 3/5

POKEMON CHANNEL

FORMAT: GAMECUBE
ISSUE REVIEWED: 37

Although this joyous title was stting in the shadow of *Colosseum*, there's no denying that it is certainly one of the most original *Pokémon* videogames of all time! With Pikachu as the main star, the aim of the game is to get the Pokémon TV station up and running. To do this you must play through a whole host of superb mini-games, including Odd One Out, Mareep Farm, Smeargle's Art Study and our personal favourite, Smoochum Shape-Up which sees Pikachu try and burn some calories infront of the telly! It may be similar to the N64's *Hey You Pikachu!* but there's no denying that this is one brilliant game!

SUMMING UP:
A brilliant addition to the Poké-franchise!

SCORE 5/5

POKÉMON PUZZLE LEAGUE

FORMAT: NINTENDO 64
ISSUE REVIEWED: 05

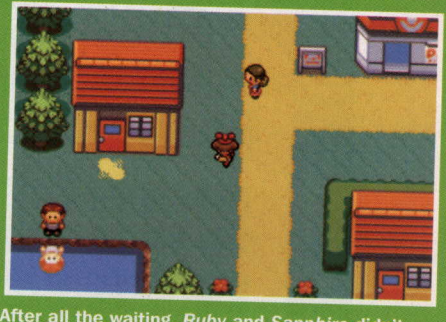
This N64 Pokémon game will have you bashing your joypad frantically in a move-blocks-or-die puzzlefest to end all puzzlefests. Crazily addictive, this *Tetris*-inspired game sparked furious rivalries in the normally mild-mannered *Pokémon World* team, the likes of which haven't been seen since Professor Yew won the egg and spoon race in the office sports day!

SUMMING UP:
Incredibly addictive and competitive!

SCORE 4/5

POKÉMON RUBY/SAPPHIRE

FORMAT: GBA
ISSUE REVIEWED: 29



After all the waiting, *Ruby* and *Sapphire* didn't disappoint. With loads of monsters, two-on-two battles, the new land of Hoenn to explore and many more exciting extras, these are must-have games! So far, only 200 Pokémon are available, but they're all in there somewhere! This is highly recommended for all Pokéfans, and even people who don't like *Pokémon* might change their minds after playing these games!

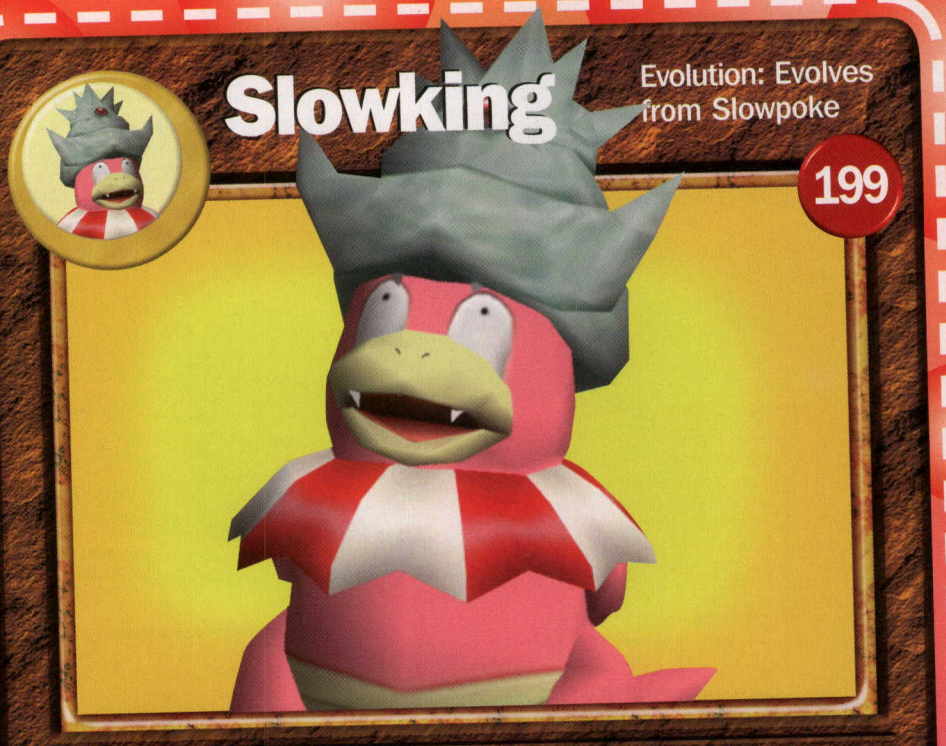
SUMMING UP:
Fantastic! We can't get enough of them!

SCORE 5/5

WARNING! Some of the older games on these pages might be hard to find, particularly for old systems like the N64. You'll probably have to buy online or do a bit of searching in second-hand videogame stores.

MONSTER OF THE MONTH

Slowking is by far one of the most amazing Pokémon and is truly the king of all psychic types. He is very slow and thoughtful and, because of this, he never makes mistakes and can often win battles using his superior intelligence!



Type: Water / Psychic Height: 6'7" Weight: 175lbs

Special Attack: Headbutt

Description: This slow, thoughtful creature is the king of all psychic Pokémon. He can read minds and is never in a hurry to do anything. The shellder on his head protects Slowking's brain and also enables him to perform powerful headbutts!

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Bomberman (Classic NES)
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Burnout
Butt Ugly Martians: B.K.M.

C = 03
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crystal Pokemon

D = 04
Daikatana
Dark Arena
Dave Mirra Freestyle BMX 3
Die Hard: Vendetta
Digimon Battle Spirit 2
Digimon: Battle Spirit
DK: King of Swing
Donkey Kong Jungle Beat
Dragon Ball: Advance Adv.
Dragonball Z: L. of Goku 2
Dragonball Z: Leg. of Goku

E = 05
Eighteen Wheeler
Enter the Matrix
Everything or Nothing: 007
Evolution Skateboarding
Extra Large, Shrek

F = 06
Fantastic 4
Fellowship of the Ring
FIFA Football 2005
Final Fantasy C. Chronicles
Final Fight One
Final Fire Pro Wrestling
Finding Nemo
Fire Pro Wrestling A
Fire-Red Pokemon
Freedom Fighters
Freekstyle
Frontline, Medal of Honor
F-Zero GX
F-Zero: Maximum Velocity

G = 07
Golden Sun 2
Goldeneye
Goldeneye: Rogue Agent
Grand Theft Auto Advance

H = 08
H.Potter & Chamber of Sec.
Harvest Moon 2: Wond. Life
Harvest Moon: F.of M.Town
Hulk

I = 09
Incredibles

K = 11
Kelly Slater's Pro Surfer
Kirby: Canvas Curse

L = 12
Lady Sia
Leg. of Kain: Blood Omen 2
Leg. of Zelda: Master Quest
Leg. of Zelda: Wind Waker
Legend of Zelda Minish Cap
Legends of Wrestling
Lost Kingdoms II: Rune
Luigi's Mansion

M = 13
Major League Baseball '02
Majora's Mask
Manic Miner
Mario & Luigi: S'tar Saga
Mario Advance
Mario Advance 3: Yoshi's I.
Mario Advance 4
Mario Bros.
Mario Golf: Advance Tour
Mario Kart Super Circuit
Mario Kart: Double Dash
Mario Party Advance
Mario Pinball Land
Mario vs Donkey Kong
Masters of the Universe
Mat Hoffman's Pro BMX 2
Max Payne
Maya the Bee 3
Medabots AX
Medal of Honor Frontline
Medal of Honor Undergr'nd
Medal of Honor: Infiltrator
Mega Man Battle Chip Ch.
Mega Man Battle Network 2
Mega Man Battle Network 3
Mega Man Battle Network 4
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Mega Man X: Comm. Miss.
Mega Man Zero 2
Megaman Zero
Meteos
Metroid (Classic NES Series)
Metroid Fusion
Metroid Prime
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Minish Cap
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Monster Force
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Mortal Kombat Advance
Mortal Kombat: Deadly All.
Mortal Kombat: Tourn. Ed.
Motocross Maniacs Advance
Mr Driller 2
Muppet Pinball Mayhem
Muppets: On with Show

N = 14
Need for Speed: Undergr. 2
Nintendogs

P = 16
Paper Mario: 1000 Yr Door
Pokemon Blue
Pokemon Colosseum
Pokemon Crystal
Pokemon Emerald
Pokemon Fire Red
Pokemon Leaf Green
Pokemon Gold
Pokemon Pinball
Pokemon Red
Pokemon Ruby
Pokemon Sapphire
Pokemon Silver
Pokemon Yellow
Pool Paradise
Primal Fury, Bloody Roar
Prince of Persia: War.Within

R = 18
Rainbow 6: Rogue Spear
Rayman
Rayman 3
Res. Evil: Code Veronica X
Resident Evil 3: Nemesis
Resident Evil 4
Resident Evil Zero

S = 19
Scooby Doo: Night of 100 F.
Simpsons: Road Rage
Sims in the City (The Urbz)
Sonic Advance 3
Sonic Adventure 2 Battle
Sonic Heroes
Sonic Mega Collection
Soul Calibur 2
Spider-Man: The Movie 2
Splinter Cell
SSX 3
Star Wars Episode III
Star Wars: Jedi Knight 2
Star Wars: Lego Star Wars
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Star Wars: Jedi Power Battles
Starfox Adventures
Super Mario 64 DS
Super Mario Advance 2
Super Mario Advance 4
Super Mario Sunshine
Super Smash Bros Melee

T = 20
Tarzan Freeride
Terminator 3: Redemption
The L.of Zelda: Wind Waker
The Sims: Bustin Out
The Urbz
Time Splitters 2
TimeSplitters: Future Perfect
Tom Clancy's: R. Tomorrow
Ty the Tasmanian Tiger
Ty the Tasmanian Tiger 2

U = 21
UEFA Chmp. League 04/05
Urbz: Sims in the City

Y = 25
Yoshi's Island
Yu-Gi-Oh! 7 Trials to Glory
Yu-Gi-Oh! Dung.Dice Mons.
Yu-Gi-Oh! Et. Duelist Saga
Yu-Gi-Oh! R. of Destruction
Yu-Gi-Oh! World C.Tour.'04

Z = 26
Zelda 2: The Adv. of Link
Zelda: Four Swords Adv.
Zelda: Majora's Mask
Zelda: Ocarina of Time
Zelda: Oracle of Ages
Zelda: The Minish Cap
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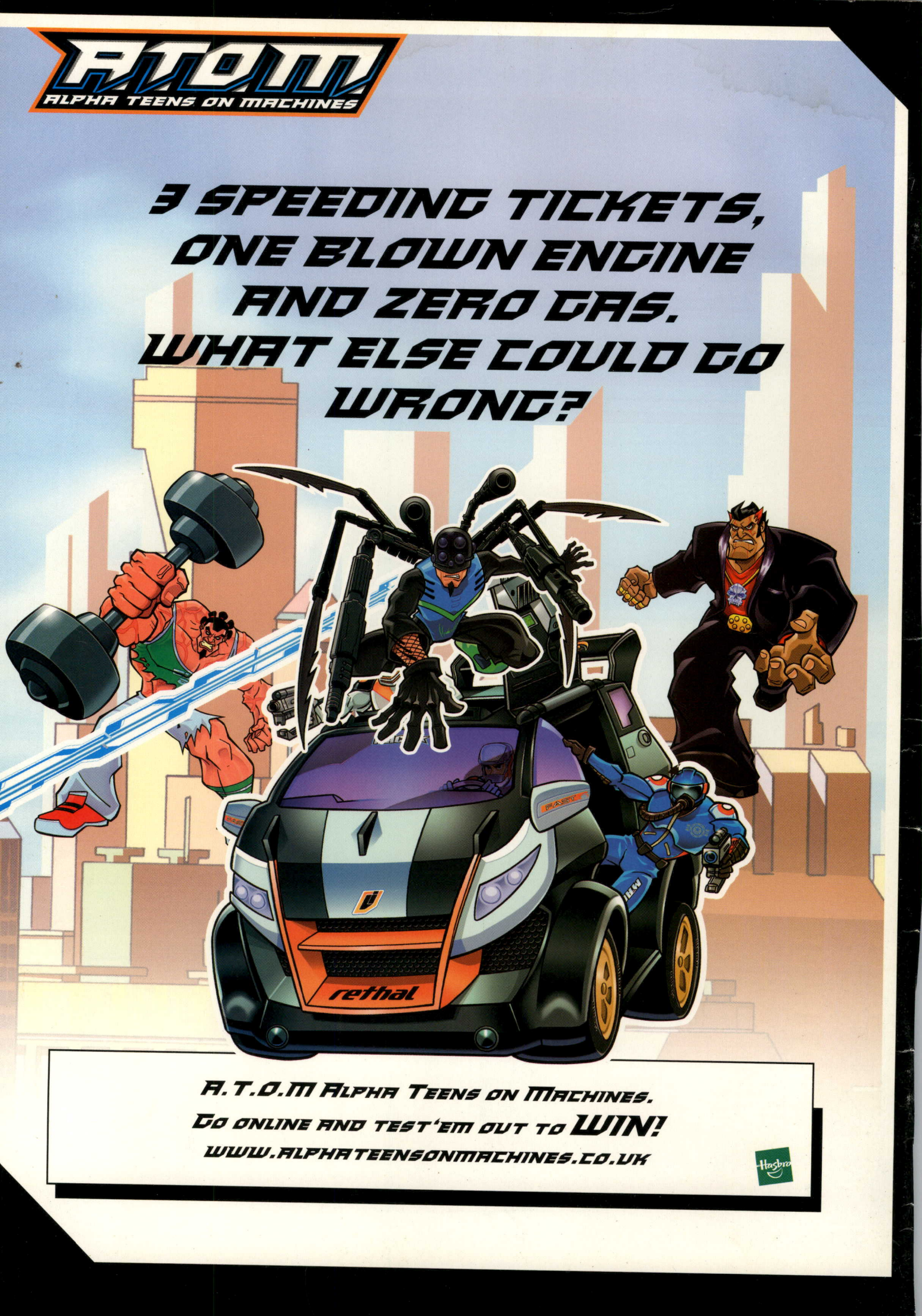
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